

FREE MORE BADNIK SPOTTER CARDS!

Sonic

the comic

EXTRA PAGES!

FABBO COMPOS!

SPECIAL STORIES!

MEGA PIN-UPS!

CHRISTMAS GOODIES!

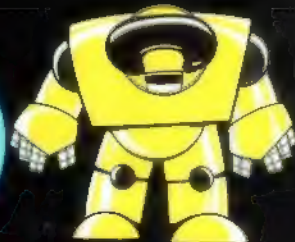
**WIN
A VIP DAY
OUT AT
SONY
PSYGNOSIS!**

JUST
WHAT I
WANTED FOR
CHRISTMAS!

DANGER!
ROBOTNIK IN OWN
STORY SHOCK!

PLUS ALL YOUR FESTIVE STC SUPERSTARS!

CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

It's Christmas! Well, very nearly. While you count down the seconds to the Great Day itself, enjoy *STC*'s second jam-packed, 48-page mega-sized issue. Strips, puzzles, pin-ups, two great compos and some special surprises (how did Robotnik sneak his own story into this issue?). Just think of it as an early Crimbo present from us to you.

Speaking of goodies, your second set of *Sonic's Badnik Spotter Cards* are free with this issue. Got all 12? Good. To collect them into a neat pile carefully remove them from the main card by pushing gently round the perforations. Neatness freaks can trim off the rough edges by carefully cutting round the black border line in the front of the cards. Presto, Series 1.0 is complete! If you want to see more *Badnik Spotter Cards* write and let us know.

Next issue *STC* reverts to its regular 32-page size but packed with more excitement than ever. The good news - it's still only £1.15.

So, as Santa's sleigh draws nearer and nearer, I'll just say

HAVE A VERY MERRY CHRISTMAS AND AN *STC*-FILLED NEW YEAR!

Megadroid

MEGA CONTENTS

You want more? You got it! In this, the second mega *STC* issue. More strips, more fun, more surprises! Here's a taste of the festive delights awaiting you.

SONIC

Ice Cap Attack Part 21

REVIEW ZONE9

STREETS OF RAGE

The Only Game In Town Part 2.....13

GRAPHIC ZONE18

VIP VISIT COMPO

Win a fab trip to Sony Psygnosis' Liverpool headquarters and enjoy!19

TAILS

Hero of Mobius. Fox in sheep's clothing?.....20

CHRISTMAS PIN-UP

Double-page action.....24

KNUCKLES

Carnival Night Conspiracy Part 4.....27

NEWS ZONE32

A DAY IN THE LIFE OF DOCTOR ROBOTNIK

Shocking truths revealed for the first time.....34

Q ZONE

Concluding part of *STC*'s *Jungle Book* solution...40

MARKO'S MAGIC FOOTBALL

Part 2.43

SPEEDLINES47

KNUCKLES PIN-UP

It's a knock-out.....inside back cover

The Sega Charts

All the chart action for all the Sega systems
- in every issue of *STC*.



MEGA DRIVE

- 1 — SONIC AND KNUCKLES
- 2 — URBAN STRIKE
- 3 — SONIC THE HEDGEHOG 2
- 4 — SONIC THE HEDGEHOG
- 5 — THE LION KING
- 6 — FIFA INTERNATIONAL SOCCER
- 7 — MORTAL KOMBAT 2
- 8 — SONIC THE HEDGEHOG 3
- 9 — ROBOCOP V TERMINATOR
- 10 — MICKEY MANIA

MEGA-CD

- 1 — REBEL ASSAULT
- 2 — MICKEY MANIA
- 3 — FIFA INTERNATIONAL SOCCER
- 4 — SONIC CD
- 5 — SEWER SHARK
- 6 — TOMCAT ALLEY
- 7 — THUNDERHAWK
- 8 — ECCO THE DOLPHIN
- 9 — ROAD AVENGER
- 10 — SILPHEED

MASTER SYSTEM

- 1 — SONIC THE HEDGEHOG 2
- 2 — JUNGLE BOOK
- 3 — ALADDIN
- 4 — SONIC CHAOS
- 5 — DESERT SPEED TRAP
- 6 — MICKEY MOUSE 2
- 7 — SONIC THE HEDGEHOG
- 8 — COOL SPOT
- 9 — ROBOCOP V TERMINATOR
- 10 — TAZMANIA

GAME GEAR

- 1 — SONIC THE HEDGEHOG 2
- 2 — SONIC THE HEDGEHOG
- 3 — MICKEY MOUSE 2
- 4 — MORTAL KOMBAT 2
- 5 — ALADDIN
- 6 — ECCO THE DOLPHIN
- 7 — JUNGLE BOOK
- 8 — COOL SPOT
- 9 — SONIC CHAOS
- 10 — SHINOBI 2

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SONIC THE HEDGEHOG

Ice Cap Attack

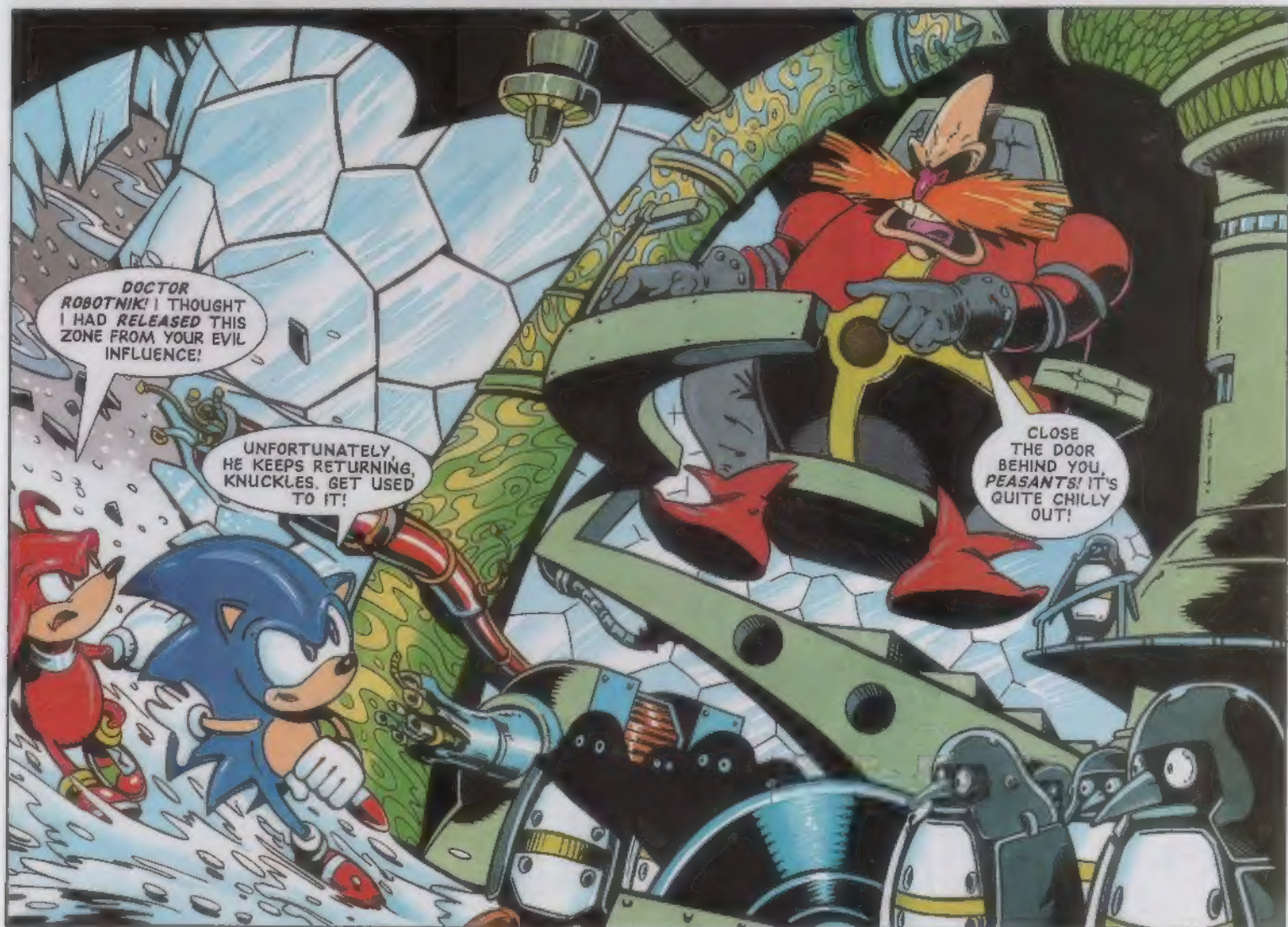
PART 2

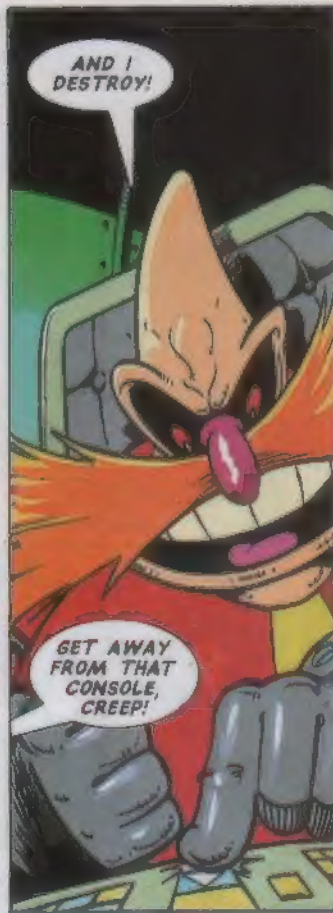
Script:
Low Stringer

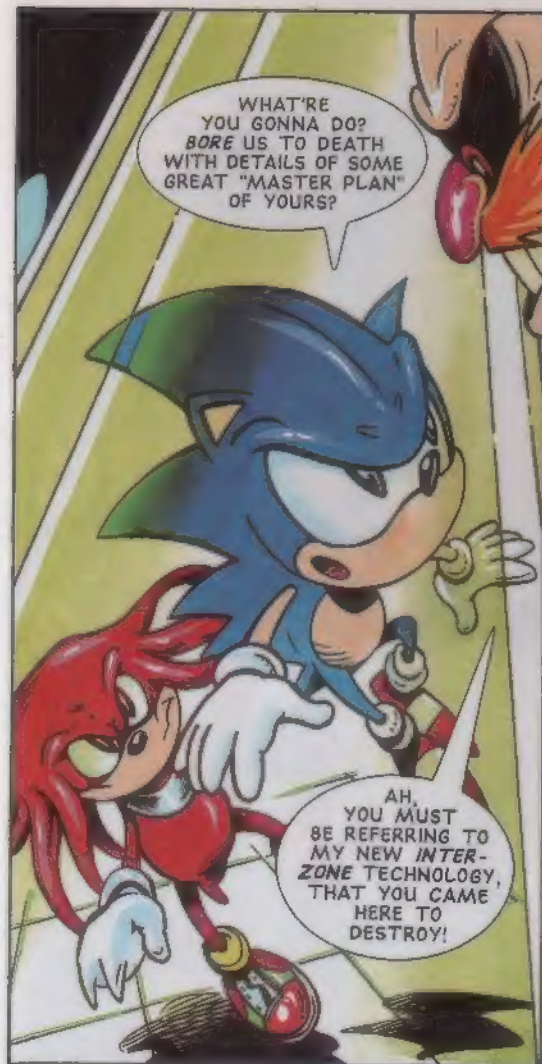
Art:
M. Hadley & J. Burns

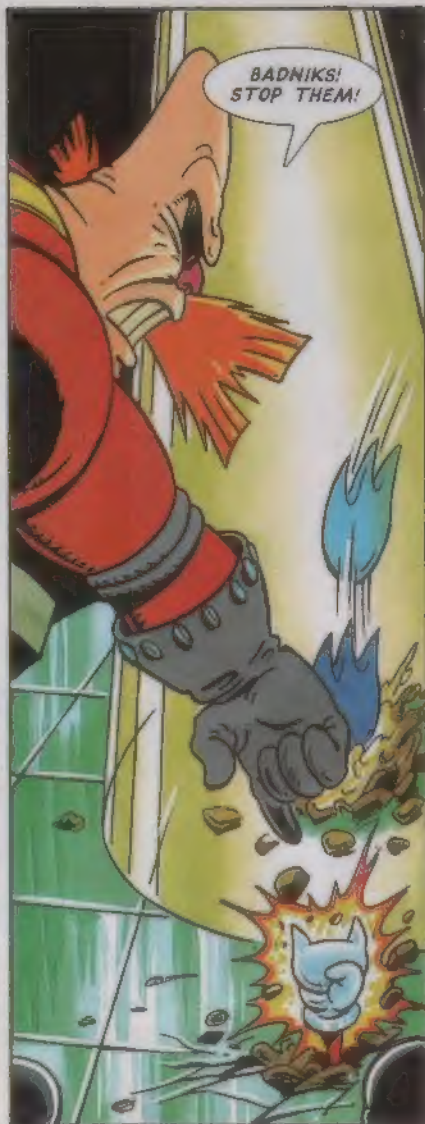
Lettering:
Steve Potter

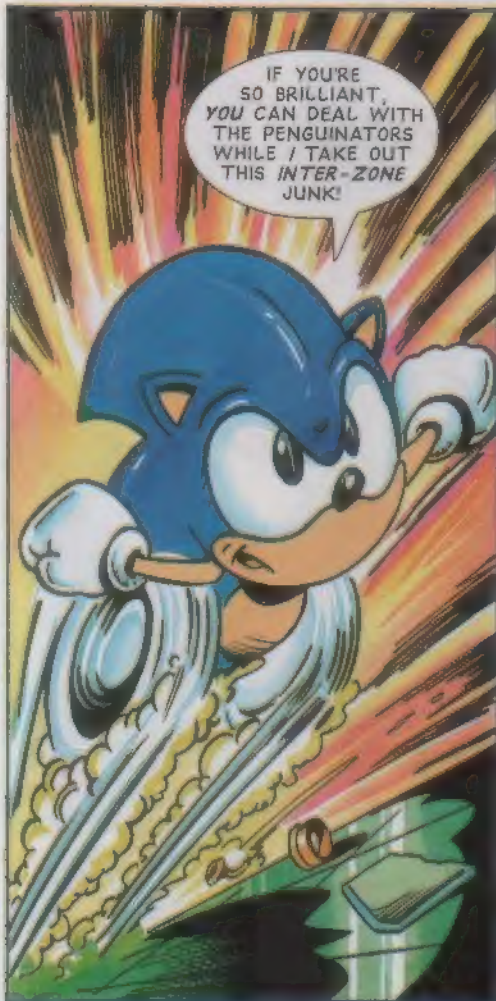


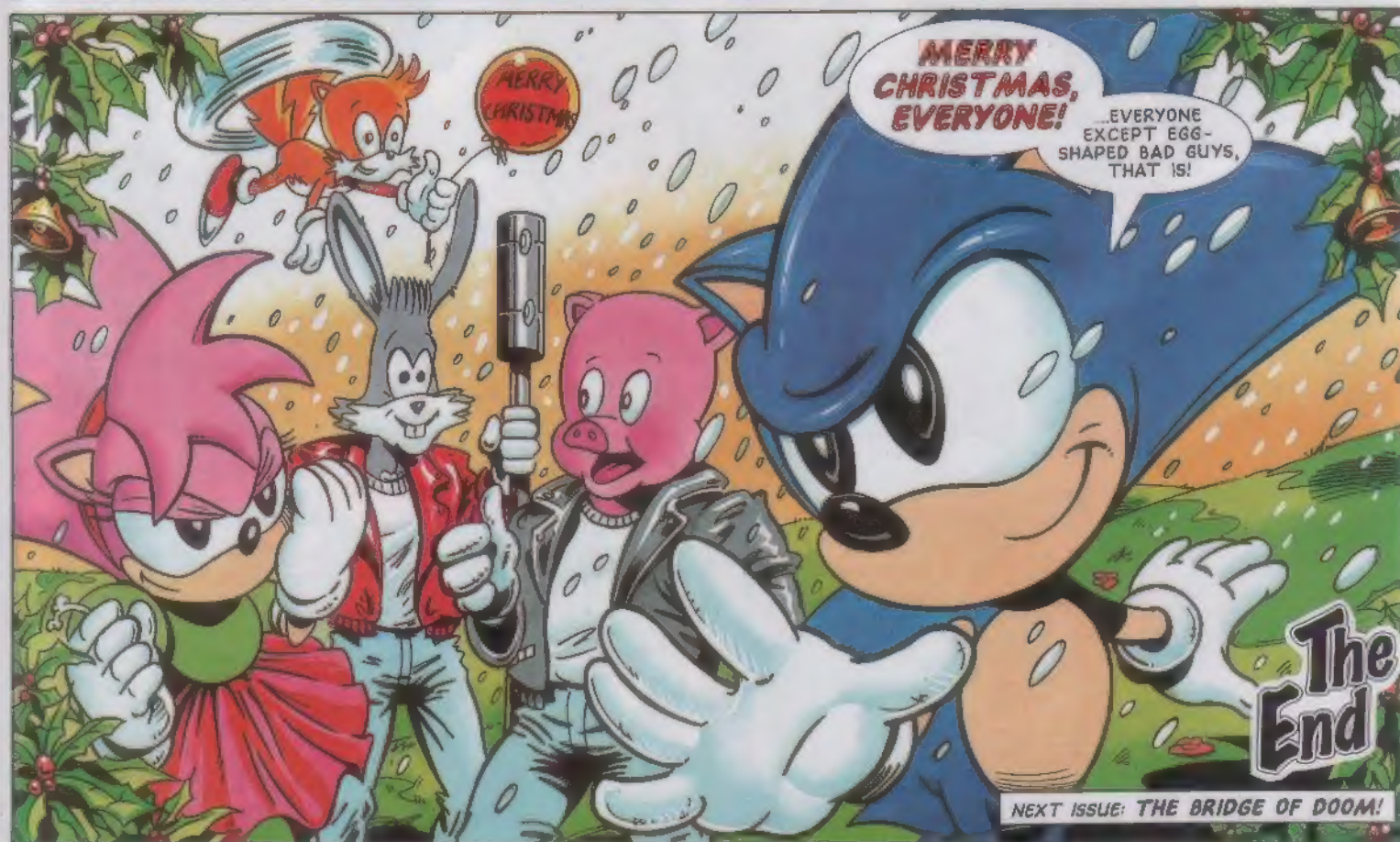
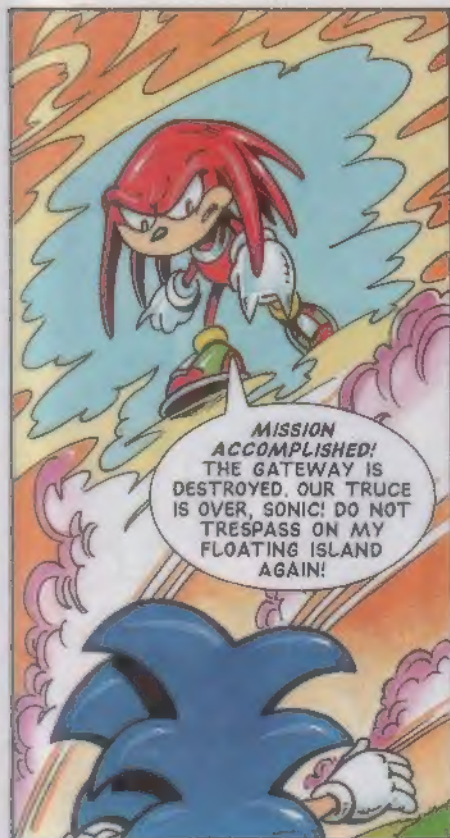












REVIEW

Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems.
Reviewers this issue: Jenny Fromer, David Gibbon & Nick Protz.

RATING SYSTEM

under 40% = Yawnsville
40 - 70% = Normalsville

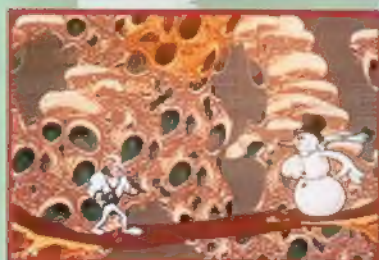
70 - 80% = Fun City
80 - 90% = Big Time City
Over 90% = Mega City

EARTHWORM JIM



Mega Drive

game type: PLATFORM
1 PLAYER



Ace programmer David Perry has released the first game through his own company, Shiny Entertainment. The game is based on a worm called Jim (no!) who discovers a

suit which gives him the ability to run, jump, fire a gun, power himself as a rotor blade and more besides! **Earthworm Jim** is an off-beat, original game. Each level features beautifully drawn graphics with over 50 detailed scrolling backgrounds. The characters are superbly animated and very agile. Jim is possibly the most versatile character seen to date in a video game (how many characters pull their head off to use as a

whip?). Leave him standing for a while and you're treated to comedy routines ranging from him accidentally shooting himself to his eyes popping out after his trousers have fallen down!

Earthworm Jim is a tough game, but a definite winner. Watch out for Jimbo, he's set to become a Mega Drive mega-star! - DG



POWER RANGERS



Mega Drive

game type: BEAT 'EM-UP
1-2 PLAYERS



A game that began life as a TV show, the **Power Rangers** are a group of hip schoolchildren, well versed in martial arts,

who band together to take on the evil Rita Repulsa in her bid to capture the planet. Fortunately for the Rangers, they have special powers, including the ability to come together to form the mighty Megazord. All of this helps as Rita's evil henchmen increase in strength.

Given the plot, it comes as no surprise that on the Mega Drive format **Power Rangers** is a beat 'em-up. Individual Rangers, or the united Megazord work their way through Rita's goon squad. Alternately, you can opt for the two-player mode and take on your friends, choosing from the 12 fighters on offer.

Whilst **Power Rangers** is a pretty standard beat 'em-up fare with no real twists on the format, it basically only uses the pad and two buttons to operate. This makes it a pretty good introduction to the beat 'em up for younger players or beginners. That said, it can be a bit of a struggle to successfully pull off the special moves available.

On the down side, **Power Rangers** doesn't have much else to offer. The entire package amounts to a pretty average game, with average sound and graphics. However, if you like the TV show, all the important elements are present here, including an early battle to bring the straying green Ranger back on side. - NP

FAST FAX

PUBLISHER VIRGIN PRICE £44.99

GRAPHICS

..... 94

SOUND

..... 92

PLAYABILITY

..... 92

RAVES

Mad-cap platformer with stacks of innovative ideas.

GRAVES

A tough game to crack.

OVERALL

94%

FAST FAX

PUBLISHER SEGA PRICE £39.99

GRAPHICS

..... 60

SOUND

..... 58

PLAYABILITY

..... 63

RAVES

Good introduction to the format.

GRAVES

Too basic.

OVERALL

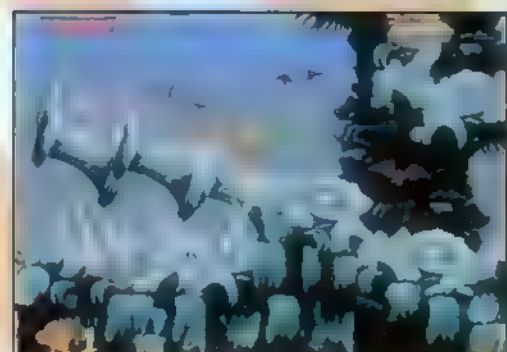
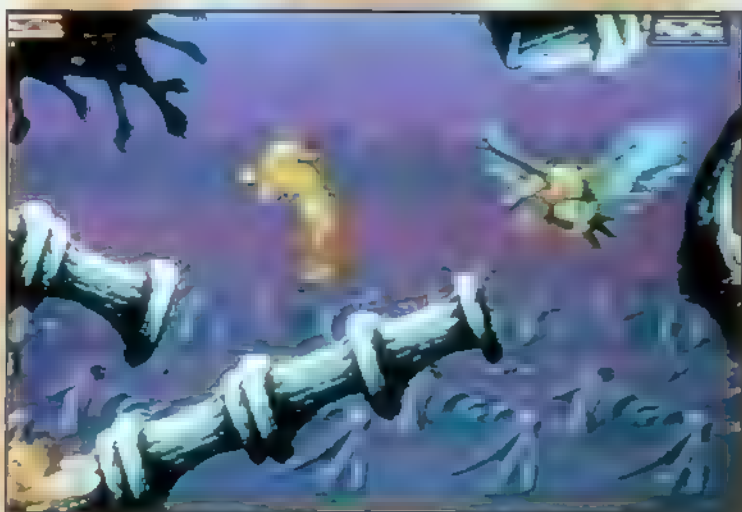
59%

THE LION KING



Mega Drive

game type: PLATFORM
1 PLAYER



Based on this year's hit film, **The Lion King** is the story of Simba and his transition from lion cub to lion prince. Each level of the game represents

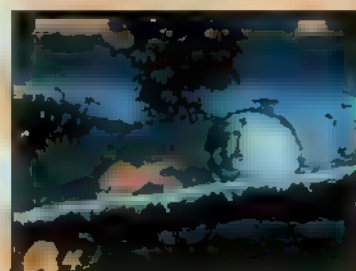
a stage in his journey through life. This includes his exile in the wilderness to his eventual confrontation with his evil uncle Scar, to prove which of them is worthy to rule the Pridelands.



As in *Aladdin* and *Jungle Book*, the animation here is superb, with incredible attention to detail resulting in remarkably fluid gameplay. **The Lion King** is the most impressive so far, both in its look and in the effective transfer of the story to the console format. The Stampede level, where Simba has to contend with bolting wildebeests, captures much of the intensity of the film.

The Lion King packs a lot of extras into the format with challenging puzzles and some really creative friends and foes along the way. Best yet is the novelty feature of seeing Simba actually develop from cub to full-grown lion as the game proceeds. The moves start off basic with Simba pouncing on enemies, but later being able to slash and maul as an adult. He can also use his roar to combat enemies, which is increasingly effective as he grows older.

Overall, **The Lion King** is a highly satisfying game with a great soundtrack that includes samples from the original score. It's a game which is both a joy to look at and fun to play. - JF



FAST FAX

PUBLISHER

DISNEY/VIRGIN

PRICE

£34.99

GRAPHICS

.....90

SOUND

.....85

PLAYABILITY

.....85

RAVES : GRAVES

Great all-round value.

Hard to think of any!

OVERALL

90%

MICKEY MANIA: THE TIMELESS ADVENTURES

game type: **ARCADE ACTION**
1 PLAYER



Mega Drive



The most famous of all Disney characters, Mickey Mouse celebrated his 65th birthday last year. As a tribute, Sony decided to produce a video game based on Mickey's history. Although it has taken over a year to develop, the final product is outstanding.

Mickey Mania: The Timeless Adventures is divided into six animation shorts, each representing a major event in Mickey's career; his first appearance, first speaking role and the advent of Mickey in colour. Played over a total of 25 levels, the attention to detail is very impressive. For example, the first level is based on Mickey's first cartoon, 'Steamboat Willie,' authentically played in black and white, appearing like it's real counterpart which was made in 1928.

Gameplay is simple enough for the very young, yet still provides a challenge for the most experienced gamer. In



addition to the usual left-to-right platform action where Mickey throws marbles or jumps on baddies' heads, two 'new' game engines are included. One has Mickey walking around a 360 degree rotating tower, while the other is an innovative 'coming-at-you' 3D stage in which Mickey is chased by a moose along fast-moving ground. Both add that special 'jaw-dropping' factor to the game.

Graphically, **Mickey Mania** is on a par with *Aladdin* and *Jungle Book*. Every one from Mickey and Pluto (who assists Mickey through the later levels) to the way the baddies move is totally flawless and comparable to a Walt Disney feature film. Praise indeed! - DG.

FAST FAX

PUBLISHER	PRICE
SONY IMAGESOFT	£44.99

GRAPHICS

SOUND

PLAYABILITY

RAVES
Graphic masterpiece
with great
audio.

GRAVES
Frustration to
temper to
the point of a level.

OVERALL

91%

NIGHT IN THE CITY

FIFTEEN TO ONE ?

WITH THESE
KINDA ODDS HOW
CAN YOU LOSE ?

SOUNDS GOOD
TO ME !

HOW ABOUT YOU, FEROCIO ?
DO YOU WANT A PIECE OF THIS ?

UH, DAN .

NOT FEROCIO
HE ISN'T, Y'KNOW,
'ONE OF THE GLYS'

OH

STREETS OF RAGE

THE ONLY GAME IN TOWN

PART 2

Script: Vignas Kitching

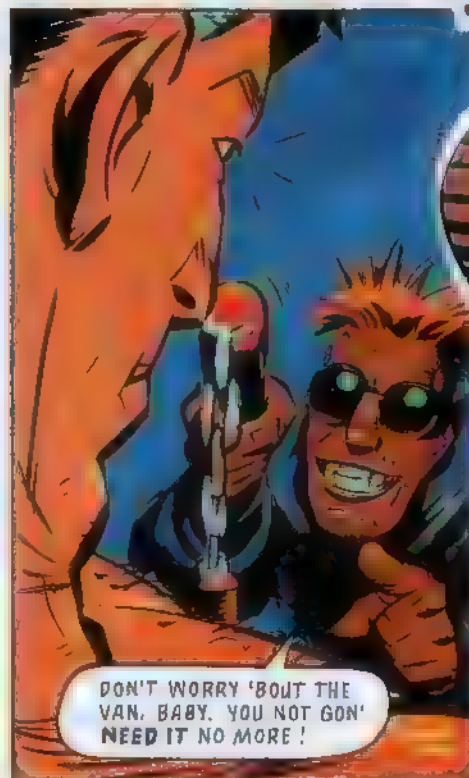
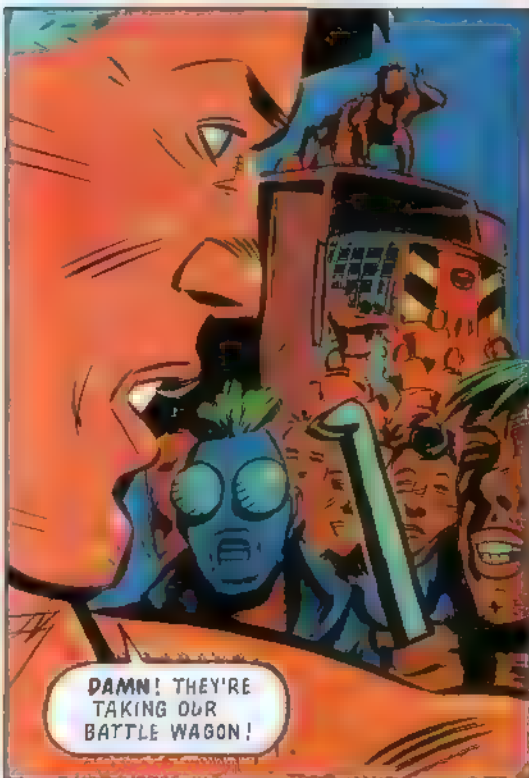
Art: Peter Richardson Lettering: Tom Frame

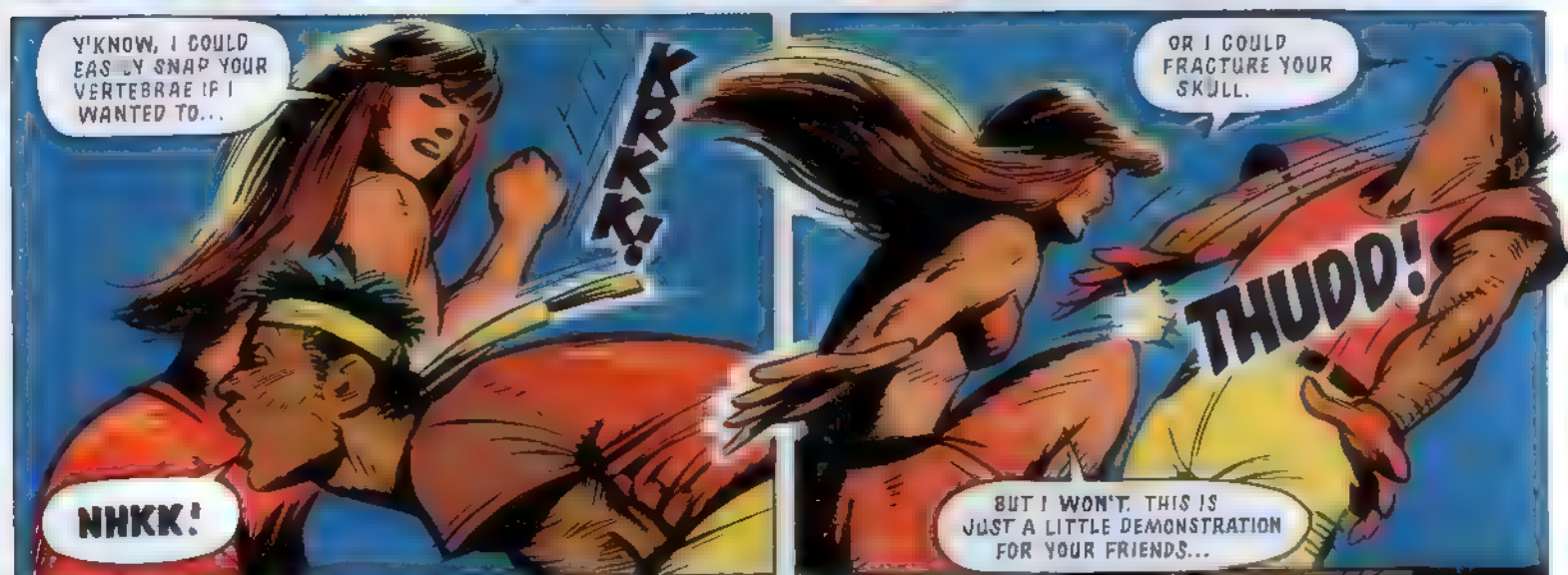
MAX, AXEL, BLAZE
AND SKATES HAVE
BEEN AMBUSHED

C'MERE, DECIDY YOU'VE
DONE YOUR JOB'

SKATES... I COULDN' HELP IT
THEY MADE ME!

SAVE IT
JLLIO!







THIS MAKES NO SENSE. THEY SHOULD HAVE TORN US APART BY NOW

THEY'RE PLANNING SOMETHING... AND IT'S NOT GOING TO BE PRETTY!

NOT MUCH WE CAN DO ABOUT IT... TOO MANY OF THEM!



WE CAN DO SOMETHING ALL RIGHT, MAX. WE CAN ATTACK THEM NOW, GET THEM SO MAD THAT THEY FORGET THEMSELVES

AT LEAST THEN IT'LL ALL BE OVER QUICKLY.



DON'T GIVE ME THAT MACHO GARBAGE, AXEL! NOBODY'S COMMITTING SUICIDE.

FINE, HAVE IT YOUR OWN WAY YOU USUALLY DO!

HOLD IT, GUYS...



SOMETHING'S GOIN' ON



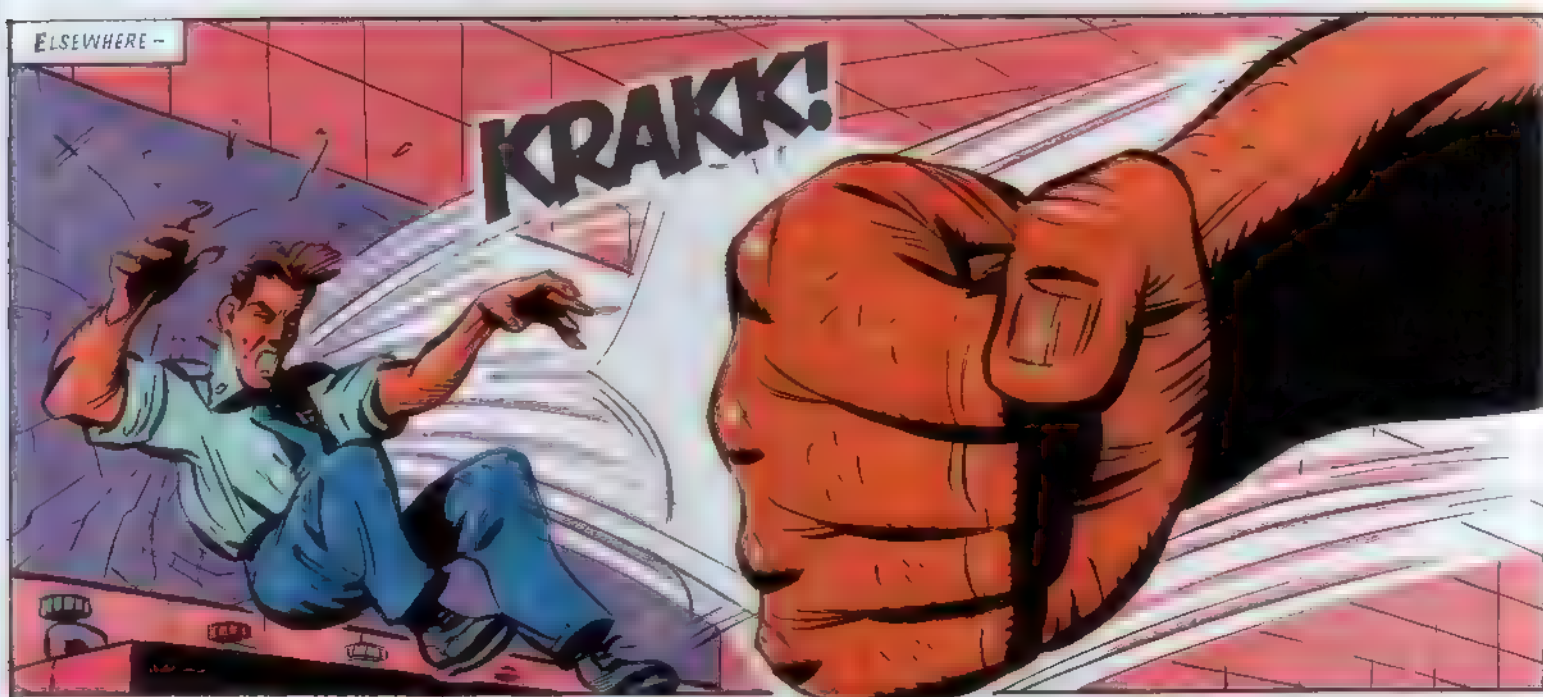
THEY'RE PULLING BACK!



DOES ALL THIS MAKE SENSE TO ANYONE?

ELSEWHERE -

KRAKK!



OKAY, DAN,
LET'S TRY
AGAIN!

WHAT ABOUT
THEM?

MR X IS RUNNING A BOOK
HE'S TAKING BETS ON HOW
FAR THEY'RE GOING TO GET
BEFORE THE GANGS FINISH
THEM

YOU WON'T GET
AWAY WITH THIS,
FEROCCIO!

ALL RIGHT, ALL RIGHT... I'LL
TELL YOU! IT'S THOSE COPS...
THE ONES WHO QUIT THE FORCE
A WHILE BACK.

THEY'RE ON FOOT DOWN
BY THE EASTERN RIVER,
RIGHT IN THE MIDDLE OF
GANG TERRITORY

YOU CAN STILL GET GOOD
ODDS ON MAX HATCHET
MAKING IT FOUR BLOCKS

NO? WHAT WILL YOUR BUDDIES
THINK IF YOU TELL THEM YOU WERE
BEATEN UP BY AN OLD MAN WITH
A DODGY LEG?

SAY
WHAT HAPPENED
TO YOU?

I SLIPPED ON A
BAR OF SOAP
WHAT'S IT
LOOK LIKE?



NEXT ISSUE TOUGH ON THE STREETS

GRAPHIC

Zone

It's that baubley, bell-ringing time - Boomers! My circuits have been almost snowed under by the flood of festive art sent in by you Boomers. The chosen few will each receive an original, STC badge, not seen since issue 21.

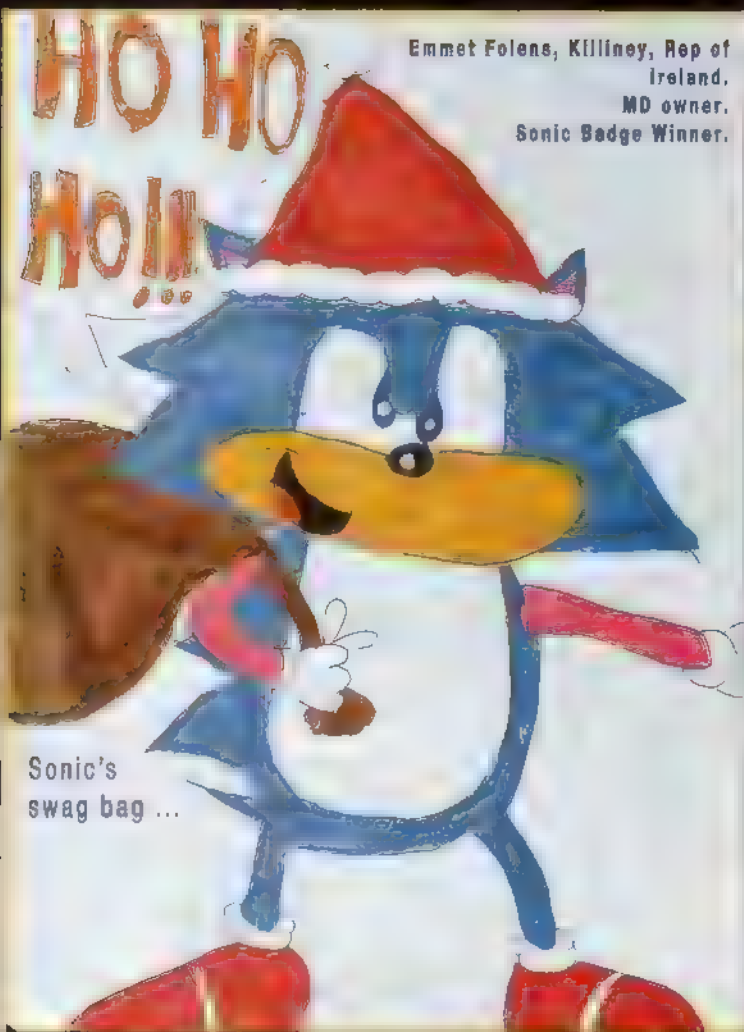


A Christmas Tail
Mark Lee, Bridgwater, Somerset, MD, MCD & MD owner. Sonic Badge Winner.

Come slide with me.

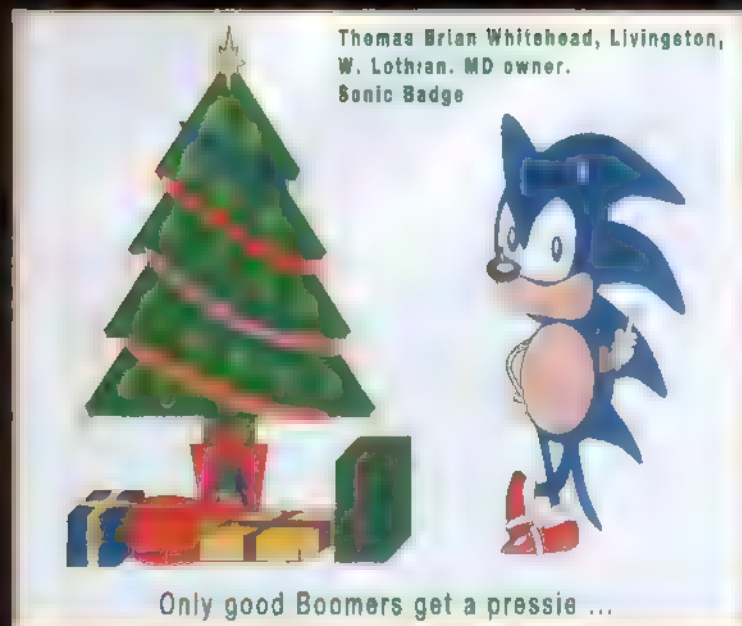


Ian Bowen, Shropshire. Sonic Badge Winner.



Emmet Folens, Killiney, Rep of Ireland, MD owner. Sonic Badge Winner.

Sonic's swag bag ...



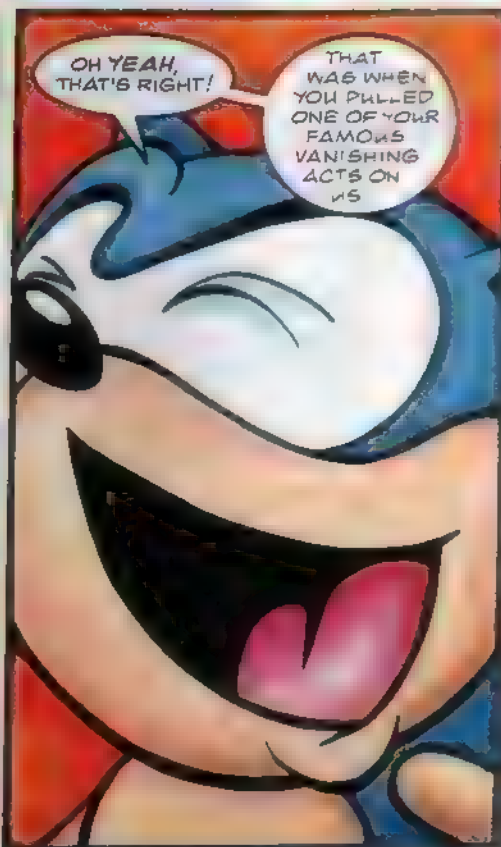
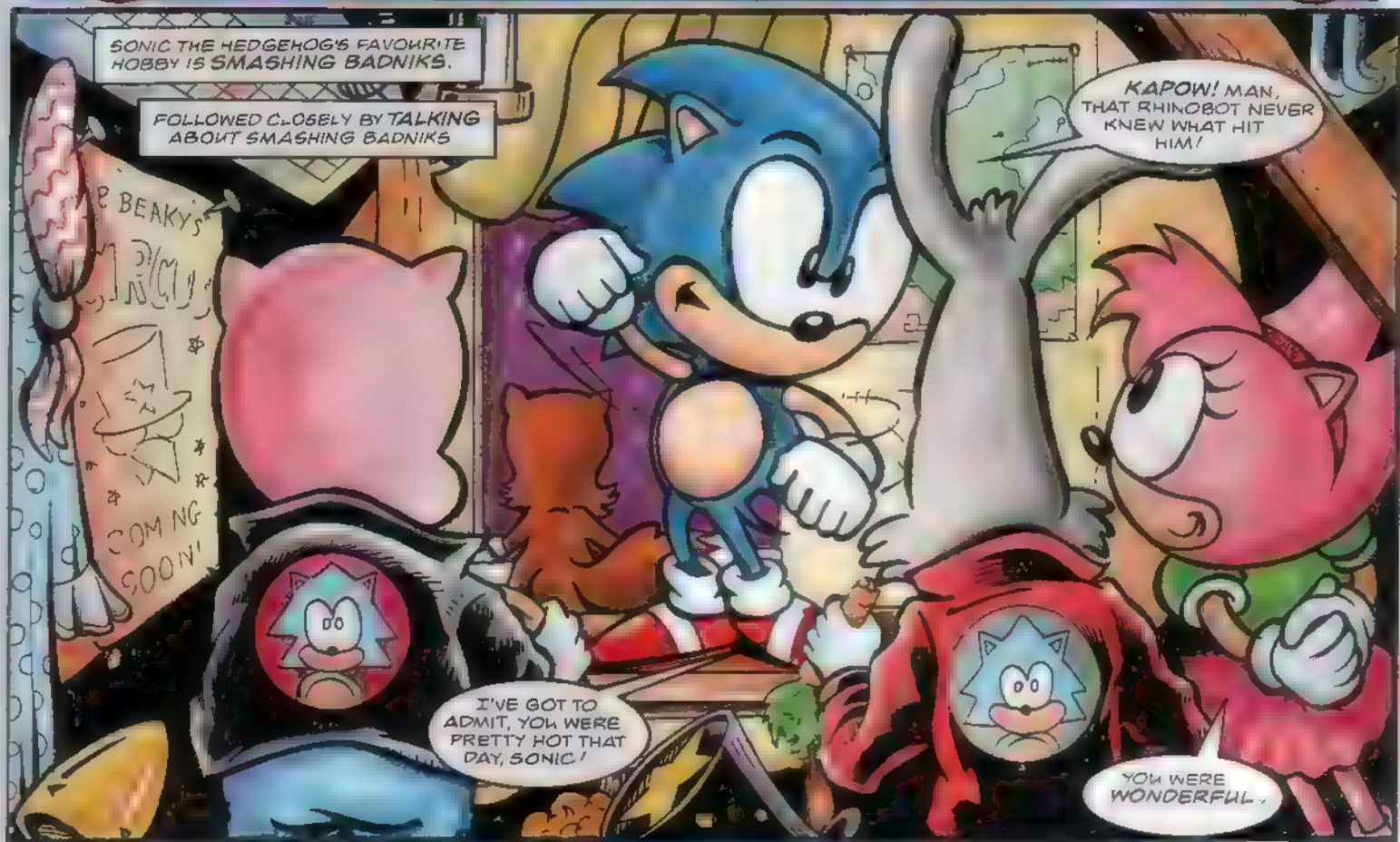
Thomas Brian Whitehead, Livingston, W. Lothian. MD owner. Sonic Badge

Only good Boomers get a pressie ...

Tails Hero of Mobius

SPECIAL COMPLETE STORY

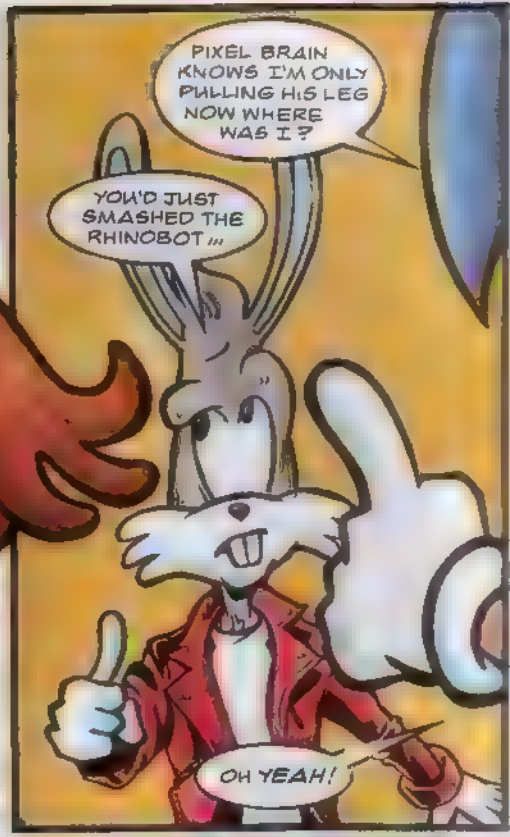
Script: Nigel Hickling
Art: Carl Flint
Lettering: Ellie De Ville





THAT WAS MEAN, SONIC.

NEVER MIND I THINK I NEED SOME FRESH A R ...



PIXEL BRAIN KNOWS I'M ONLY PULLING HIS LEG NOW WHERE WAS I?

YOU'D JUST SMASHED THE RHINOBOT ...

OH YEAH!



I CAN'T BLAME SONIC FOR LAUGHING AT ME ... IT'S JUST WHAT I DESERVE!



I SHOULD NEVER HAVE WRITTEN THOSE LETTERS TO MY FAMILY BACK IN THE NAMELESS ZONE * I NEVER REALLY MEANT TO SAY THAT I WAS THE HERO OF MOBINS.

* SEE TAILS' OWN ADVENTURES, STC 16-20, 28-31



I JUST WANTED MY FAMILY TO BE PROUD OF ME.

BOY, IF SONIC EVER FINDS OUT I TOLD PEOPLE HE WAS MY SIDEKICK ...



HEY TAILS,
WE JUST LEARNED THAT
THERE'S A BUILD UP OF
BADNIKS IN THE HILL TOP
ZONE! WE COULD USE
YOUR HELP!

DO
YOU WANT
TO COME
ALONG?

YOU BET I DO,
JOHNNY!

THAT'S GREAT!
BUT YOU'D BETTER HURRY,
WE LEAVE IN FIVE
MINUTES!

MILES
PROWER WE
HAVE COME FOR
YOU!

OH NO, NOT
NOW!

I... I REALLY
CAN'T COME, NOT
JUST AT THE
MOMENT...

MILES,
THE NAMELESS
ZONE NEEDS ITS
CHAMPION...
NOW!

BUT I'M
NEEDED HERE
I CAN'T... I
MEAN...

TEN MINUTES LATER

I JUST
DON'T GET IT, SONIC,
TAILS SEEMED REALLY
KEEN!

KEEN TO HIDE
BEHIND A ROCK SOMEWHERE,
YOU MEAN! TOLD YOU HE HAD
A PIXEL LOOSE!

WELL, WE CAN'T
WAIT ANY LONGER, WE'LL
JUST HAVE TO TELL TAILS ALL
ABOUT IT WHEN WE GET
BACK-- AS USUAL!

WHERE HAS TAILS GONE? KEEP WATCHING
6TC FOR HIS NEW ADVENTURES!

BOOMER BOGGLER!

Words and phrases hidden in the grid below. Find them all! The words are hidden in the grid in a variety of directions. Some are horizontal, some are vertical, and some are diagonal. Can you find them all?

WORDS TO FIND



ALADDIN
BUBSY
ECCO
ELECTRONIC ARTS
FIFA SOCCER

GAME GEAR
LION KING
MARKO
MEGA CD
MEGA DRIVE

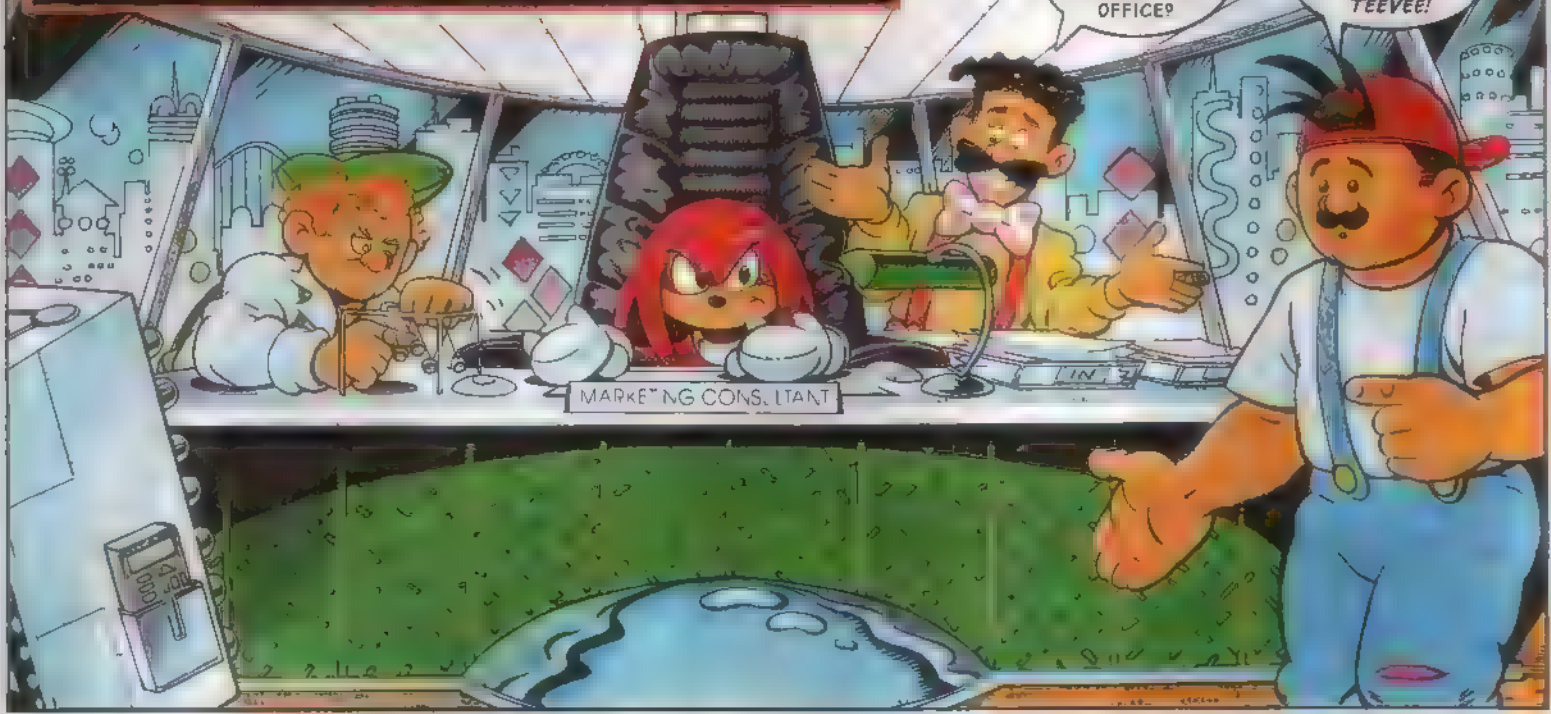
SATURN
SEGA
SONIC THE COMIC
THUNDERHAWK
VIRTUA RACING

B	F	S	O	N	I	C	T	H	E	C	O	M	I	C	G	K	N	G	J
O	R	E	C	L	I	U	H	Y	Y	J	J	T	R	E	E	I	A	L	O
B	K	G	C	K	U	H	U	K	E	C	A	M	N	F	E	M	Y	Z	M
U	K	O	E	J	N	F	N	K	J	P	W	J	S	V	E	D	I	W	M
B	O	N	D	R	D	S	D	N	F	E	W	S	E	G	L	W	U	S	E
S	R	B	N	M	J	H	E	K	Y	F	B	X	E	L	E	I	K	G	F
Y	K	R	V	I	K	O	R	L	O	M	W	A	L	R	J	S	H	G	A
F	B	D	C	C	L	J	H	K	I	M	R	M	E	J	A	U	E	K	D
A	G	K	L	R	J	K	A	M	H	V	E	P	R	V	H	W	A	Z	R
N	N	L	K	O	L	O	W	L	K	B	D	G	L	S	C	A	Q	N	I
X	I	N	H	M	A	R	K	O	K	N	N	S	A	R	W	Q	I	J	V
Q	C	H	R	A	W	Y	H	B	D	I	J	T	C	C	F	D	J	U	E
Z	A	K	J	C	J	U	D	O	K	X	U	J	B	T	D	L	K	O	P
N	R	J	U	H	E	C	G	N	K	R	K	M	E	A	L	N	W	T	S
V	A	K	U	I	N	G	O	G	N	K	I	O	L	N	R	T	G	C	D
N	U	G	J	N	F	I	K	W	E	C	F	A	H	N	K	E	M	W	A
N	T	G	E	E	L	E	C	T	R	O	N	I	C	A	R	T	S	B	E
B	R	S	E	S	H	M	R	K	D	J	A	L	F	O	A	I	Z	Q	A
B	I	L	E	J	X	G	Q	A	M	E	T	J	G	I	S	B	Y	P	I
X	V	N	L	R	H	C	G	F	I	F	A	S	O	C	C	E	R	N	H



Script: Nigel Winking Art: Richard Black Lettering: Bruce Cox

KNUCKLES HAS AGREED TO LET THE CARNIVAL NIGHT ZONE REMAIN ON HIS FLOATING ISLAND IN RETURN THE MARXIO BROTHERS GIVE HIM A CUT OF THE PROFITS



SO, KNUCKLES WHAT DO YOU THINK OF YOUR OFFICE?

HEY! HE'S-A GOTTA TEEVEE!

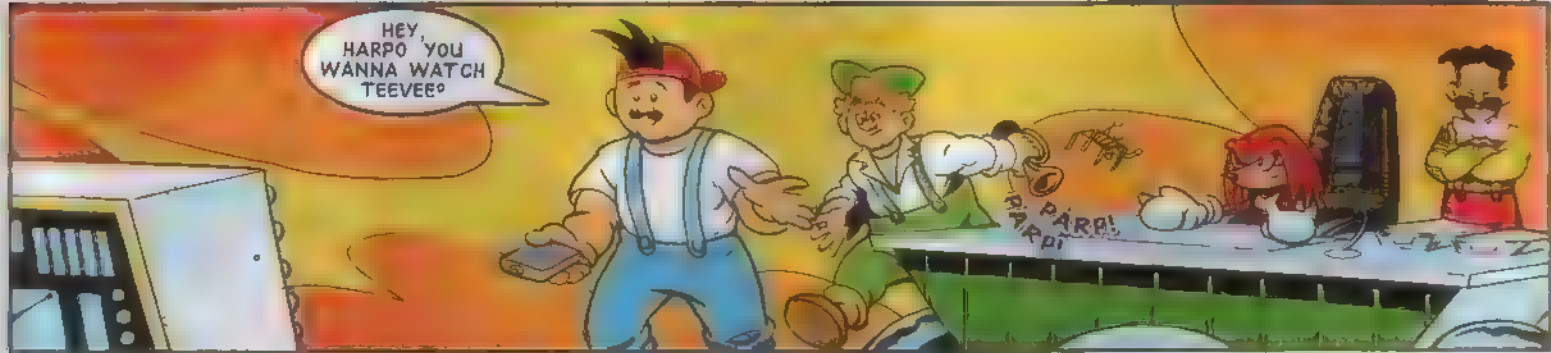


IN JUST A FEW HOURS WE'LL BE OPEN TO THE PUBLIC, THEN YOU CAN SIT BACK AND WATCH THE MONEY ROLL IN!



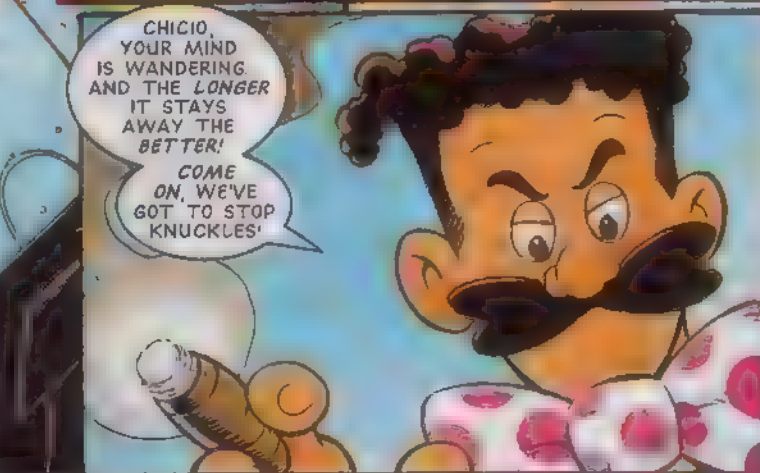
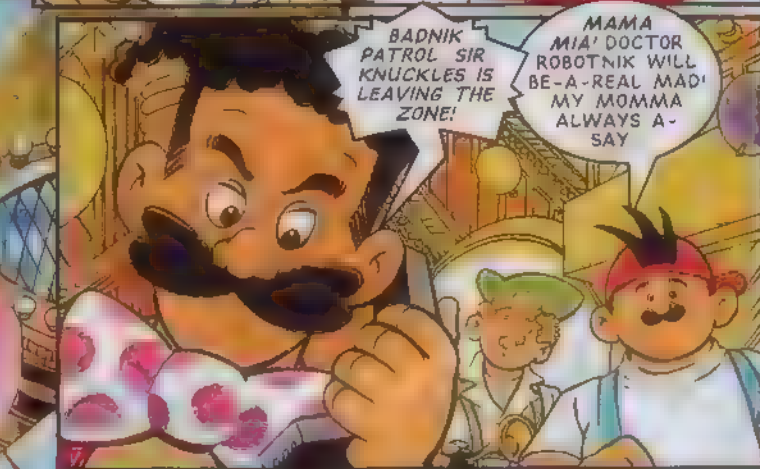
LOOK, GROUCHO... I ONLY AGREED TO THIS SO I COULD AFFORD TO RENOVATE THE OLDER PARTS OF MY FLOATING ISLAND

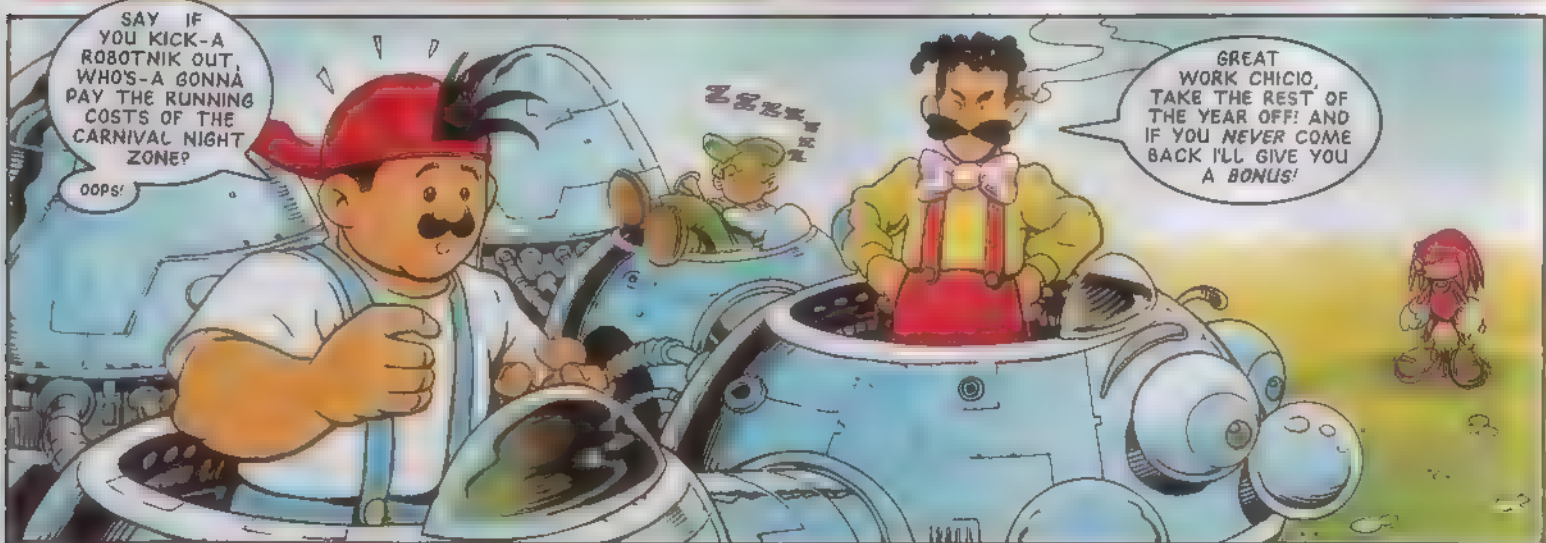
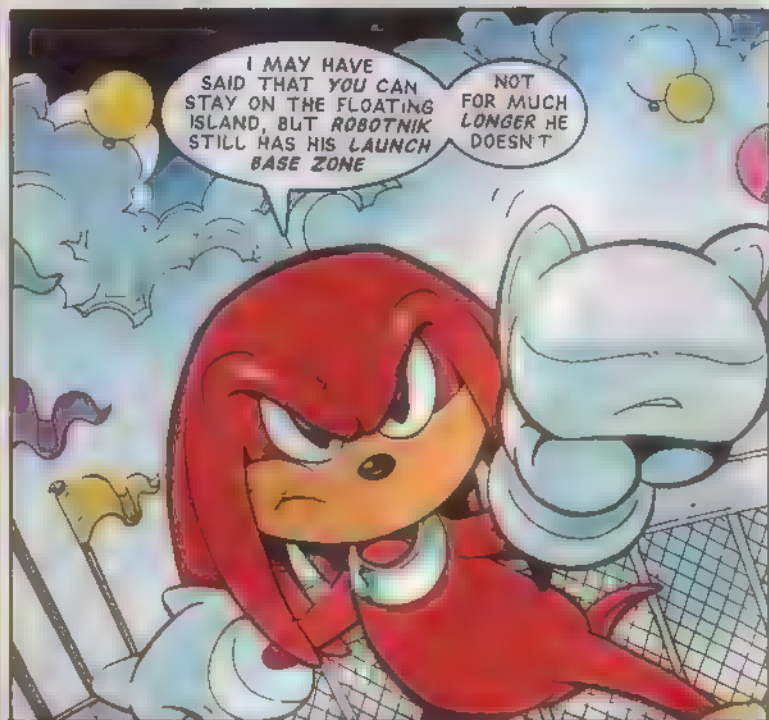
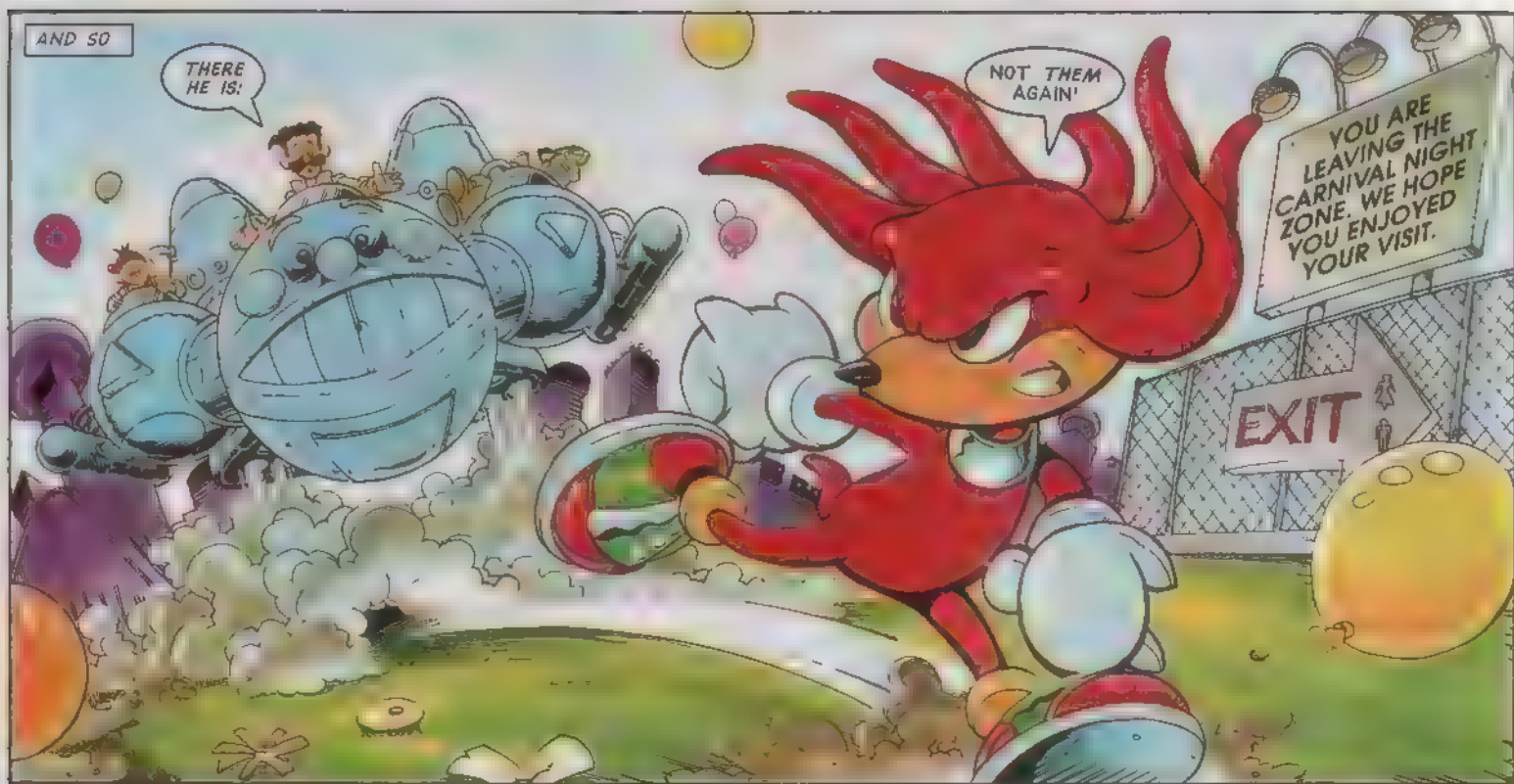
SO, I DON'T SEE WHY I NEED AN OFFICE!

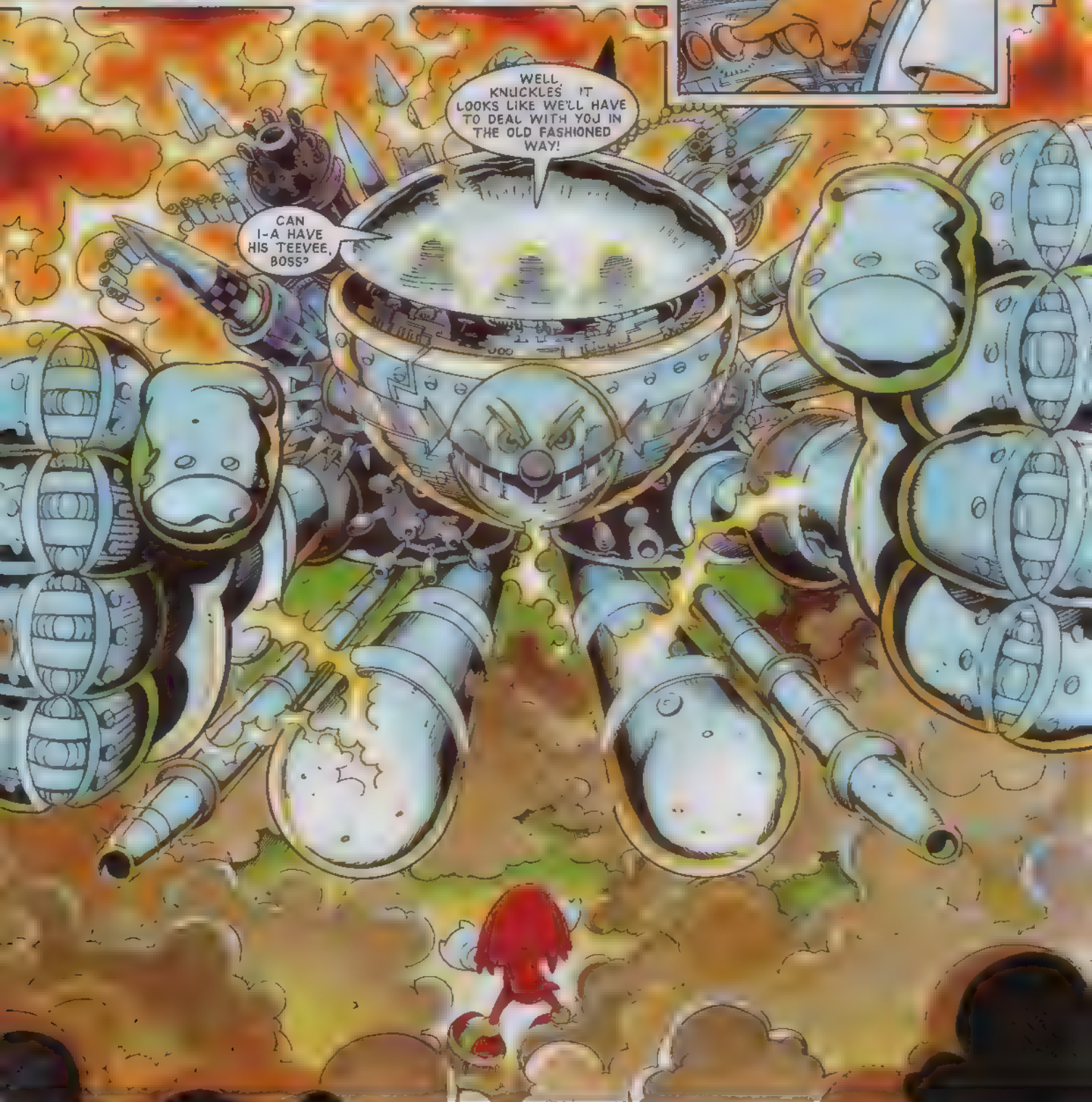
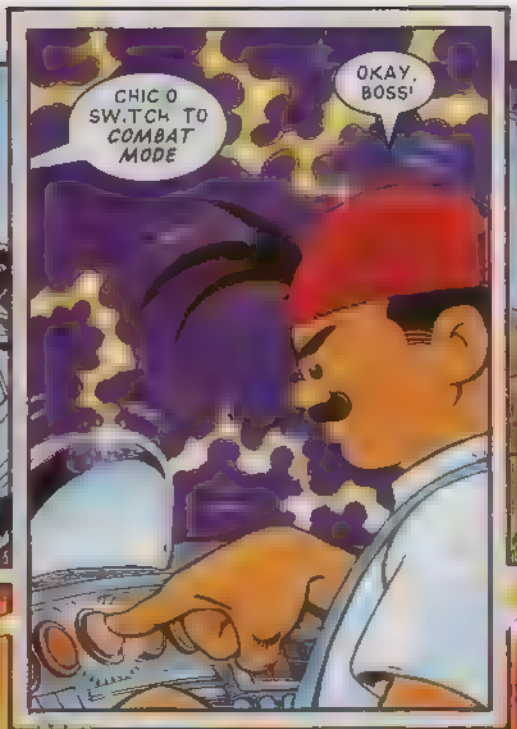


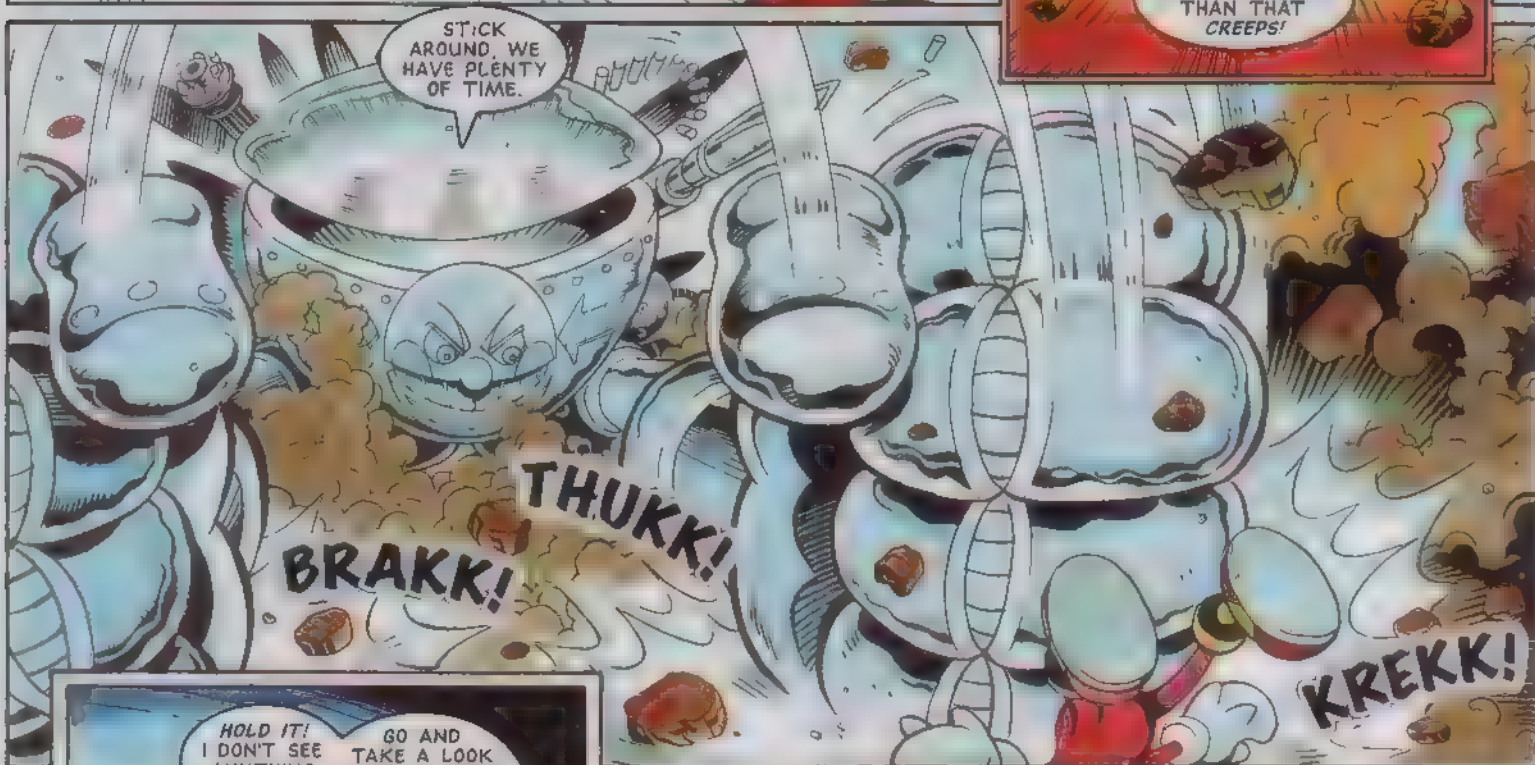
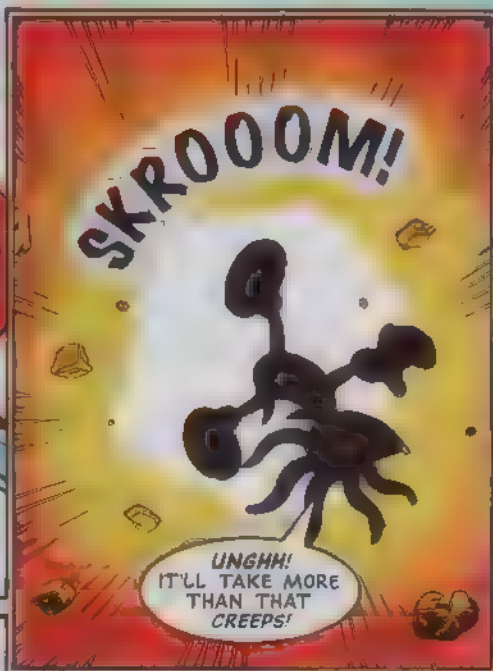
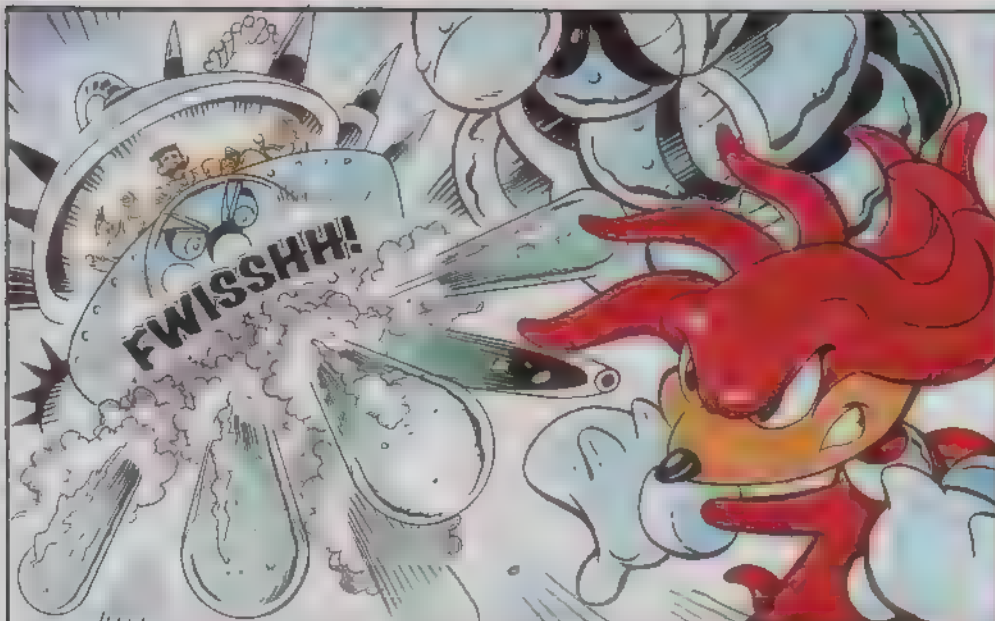
HEY, HARPO YOU WANNA WATCH TEEVEE?

PARD! PARD!









NEXT. THE CARNIVAL NIGHT ZONE - OPEN FOR BUSINESS?

NEWS Zone

Newsound: Chris Jones.

SEGA ON THE BOX

NEW SERVICE BEAMS GAMES TO HOMES



Currently being tested in the U.S. is the **Sega Channel**, offering American Sega owners the chance to be in at the forefront of the 'infotainment' revolution. **Sega Channel** will hopefully be available to those of us in Europe next Spring ('95) with viewers being

able to subscribe via a cable TV service. It is being heralded as a breakthrough in interactive video.

For your monthly fee the channel will provide you with access to a 24-hour Sega TV world. News of upcoming games, gameplay tips, Sega competitions and special promotions will all be available to you. Best of all, subscribers will be given a special adaptor cartridge which plugs into your Mega Drive, thus allowing the viewer to select and download a variety of complete games to play on. It will also be possible to test out certain screens from preview games.

Fifty different titles a month will appear with new ones popping up all the time. All this, plus loads more special **Sega Channel** games not available in the shops will be buzzing onto your Mega Drive. With this much **Sega on the box** will there ever be time for *Neighbours* again?



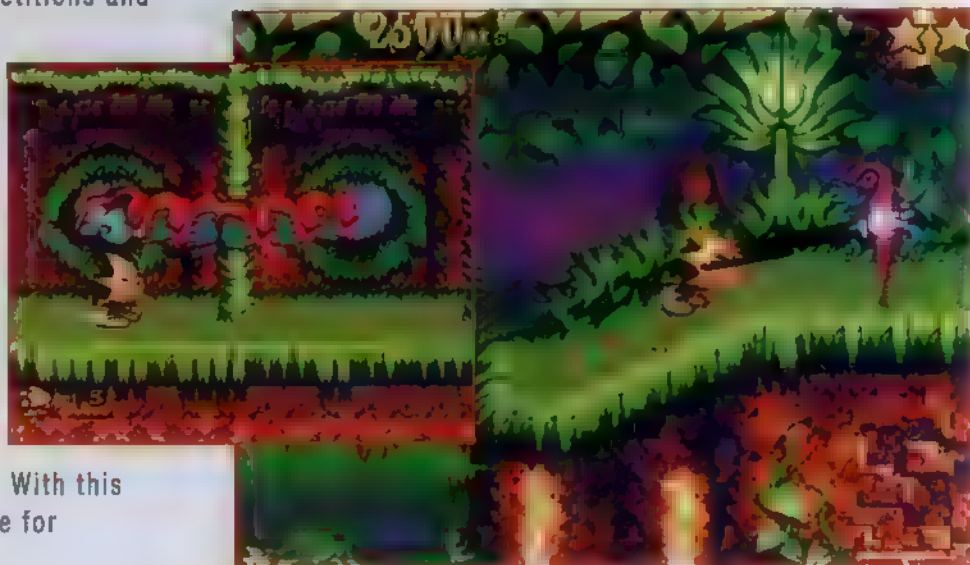
BIRTH OF A STAR



Watch out Sonic, **Ristar** is coming! Sega are launching a new character in a funky platform game due out at the end of January. Insiders

at the company say he will become just as cool and trendy as the infamous blue spiky one (wanna bet? - Megadroid). **Ristar**, the star-headed hero, has to battle his way across many levels to confront the evil tyrant 'Greedy' who has enslaved his planet's people and captured his dad!

However, with Sonic, Tails and that red-dreaded one Knuckles to compete with, **Ristar** had better have some good moves and great action to throw our way.



DAFFY DOES TINSELTOWN

LOONEY TIMES AHEAD FOR HOLLYWOOD



Sega's **Daffy Duck in Hollywood** is a mid-January release that has Daffy as a super-hero/private investigator who is hired by that other rootin' tootin' Warner Brothers character, Yosemite Sam. In the game, Yosemite Sam is a Hollywood movie director who has had



his 12 Golden Cartoon World Movie Awards stolen by the Mad Professor Duckbrain.

Sam can either pay the ransom or get Daffy to investigate. In true super-hero fashion, Daffy calls upon his powers to save the day. Each level is set against the backdrop of a Hollywood movie that spoofs a real movie. So Daffy, armed with his trusted bubble gun as a weapon, must do battle with the Professor's nasty henchmen. If Daffy cannot re-capture all of the 12 awards Yosemite Sam won't be pleased! Price to be announced later. "Th..Th..Th.. That's all Folks!"

SHORT BURSTS

INTERPLAY FUN

Mega Drive games are back to their silliest with Interplay's fun new releases. If you thought *Demoman*, the hilarious pink-and-black platform game (out just before Christmas) was just everyday clean, groovy, fun then stand by for *Clayfighter*.

Clayfighter is a madly combat action game for one or two players. It's packed with crazy characters who are all ready to fight you until your clay body is splattered off the screen. Watch out for 'Blue Suede Shoe' an Elvis impersonator whose groovy quiff is his greatest weapon, or 'Bad Mr Frosty' the snowman who tube latish snowballs at you.

The game is extremely funny as well as challenging. So get out that Flinstone and Play-Doh and join the *Clayfighter* club.

TO THE POWER OF III

Holy sequel! *Road Rash III* is about to hit the streets. The Electronic Arts game is set to cost Mega Drive owners £44.99 for the chance to own a vastly improved sequel.

Using sprites transferred over from a 3DO version, *ROAD RASH III* is going international with races and rashing (i.e.



making the other riders chew concrete) taking place on Kenyan dirt tracks and Japanese highways.

The same fast and vicious all out lawless action takes place, but now you can be twice as mean. You can steal an opponents bike after you've knocked him off and you can even switch to the cops to eliminate a tricky foe. The same one-two-player head-to-head mode is retained for rashing between friends.

32X: THE GAMES ARE COMING

January 1995 sees some serious software hitting those shelves for Sega's new supercharged add-on, the Mega Drive 32X. Joining the *Doom*, *Virtua Racing Deluxe* and *Star Wars Arcade* titles currently available will be an ace beat 'em-up, *Cosmic Carnage*, and the old arcade shoot 'em-up *AfterBurner*. Both promise 'super real' graphics with *Cosmic Carnage* looking to breathe new life into console fighting games.

DOCTOR ROBOTNIK

A DAY IN THE LIFE OF ROBOTNIK

Script: Mark Miller
Art: M. Bradley Lettering: Mike de Ville

DOCTOR ROBOTNIK FROLICKED AND DANCED
AMONG HIS FAVOURITE WILD FLOWERS.

SKIP!

IT WAS A PERFECT DAY

HE MERRILY PLAYED WITH HIS
FURRY LITTLE FRIENDS UNTIL
HE BECAME QUITE DIZZY
AND HAD TO STOP

HO!
SKIP!

GOSH, THAT
WAS FUN!

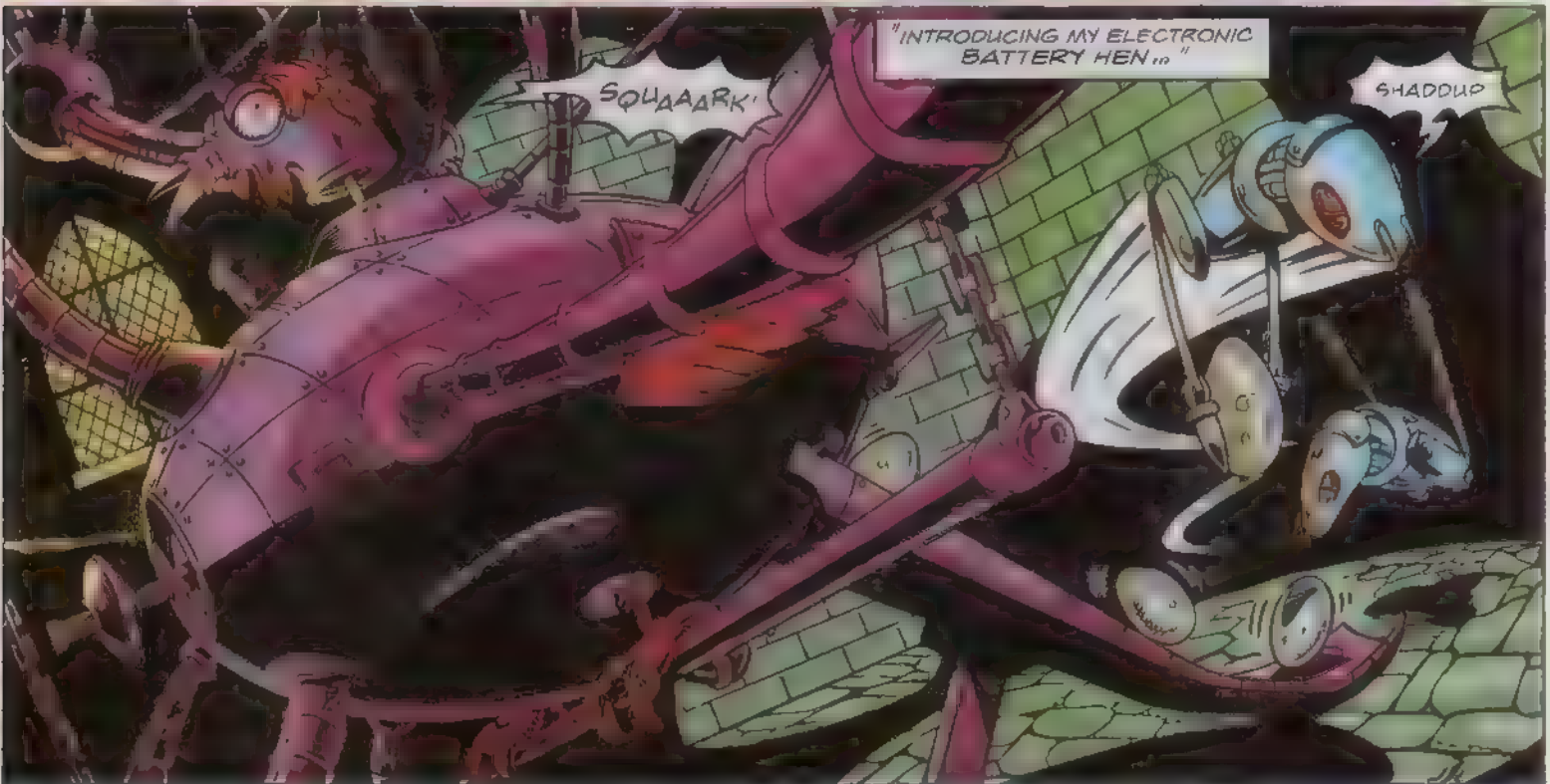
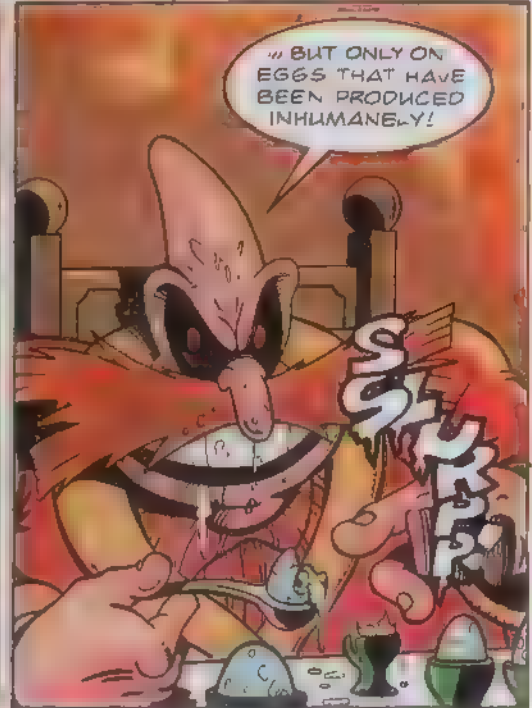
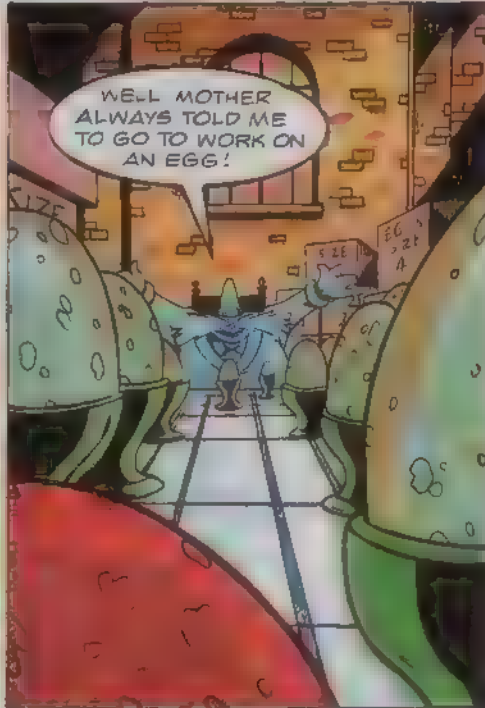
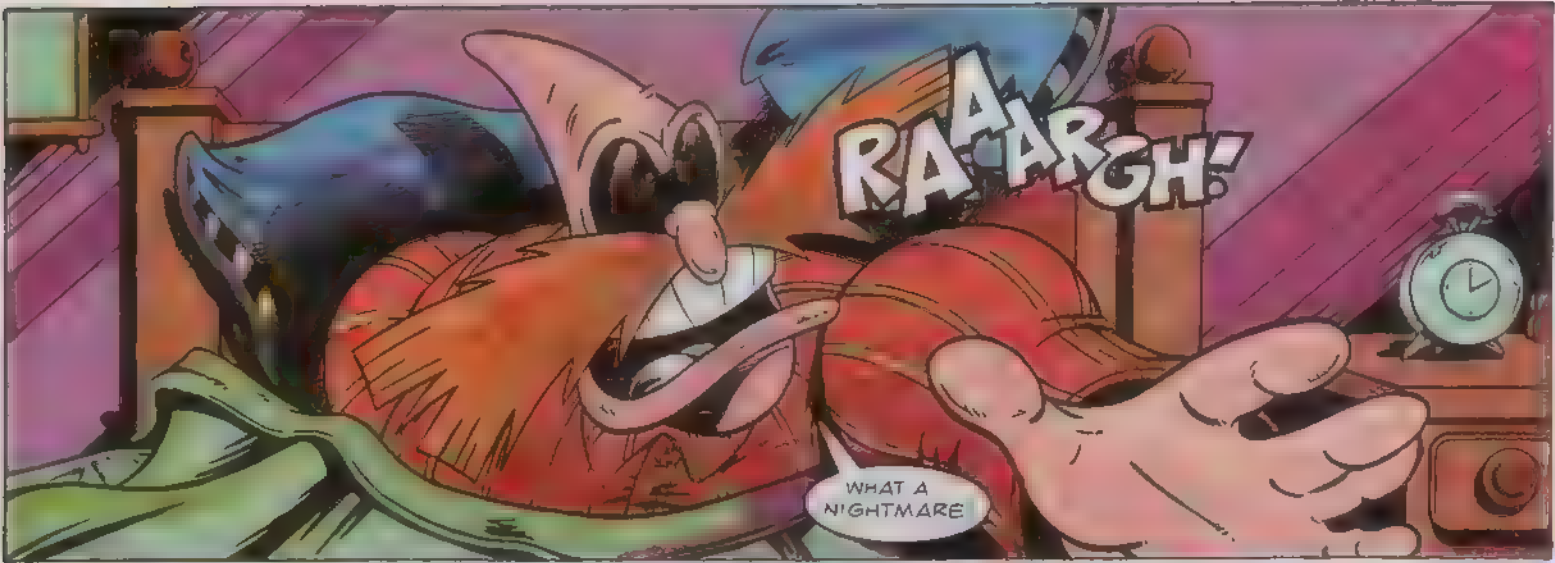
HOW
ABOUT A
HUG FOR YOUR
FAVE ECO-
FRIENDLY
SCIENTIST?

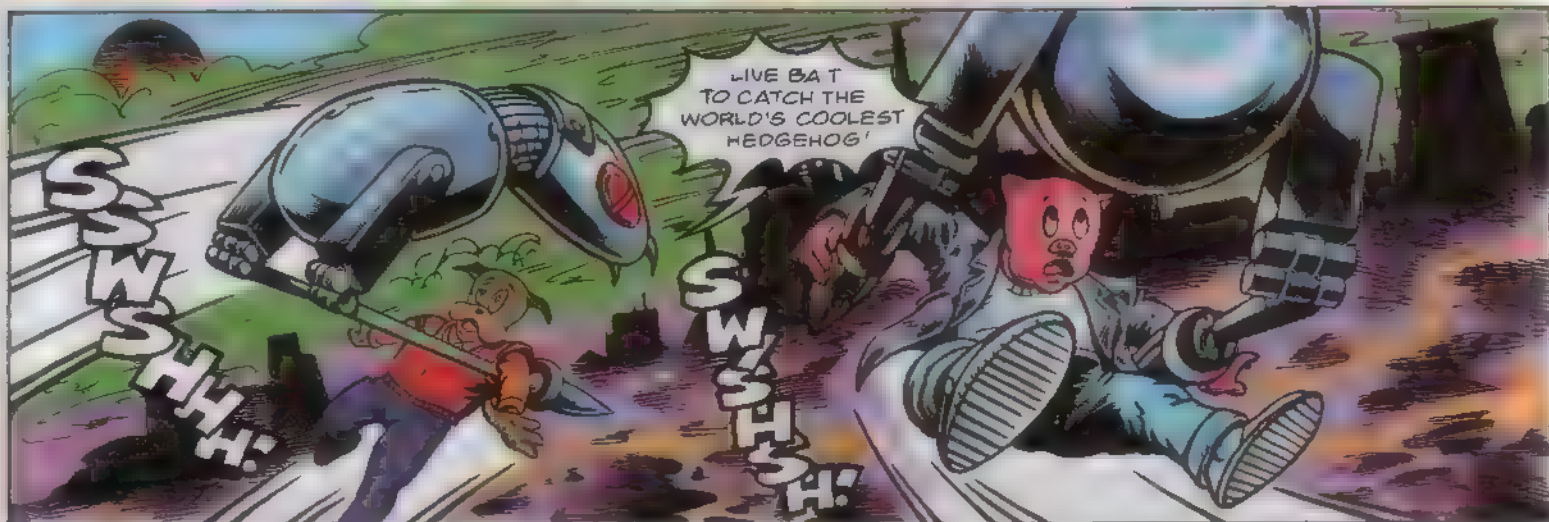
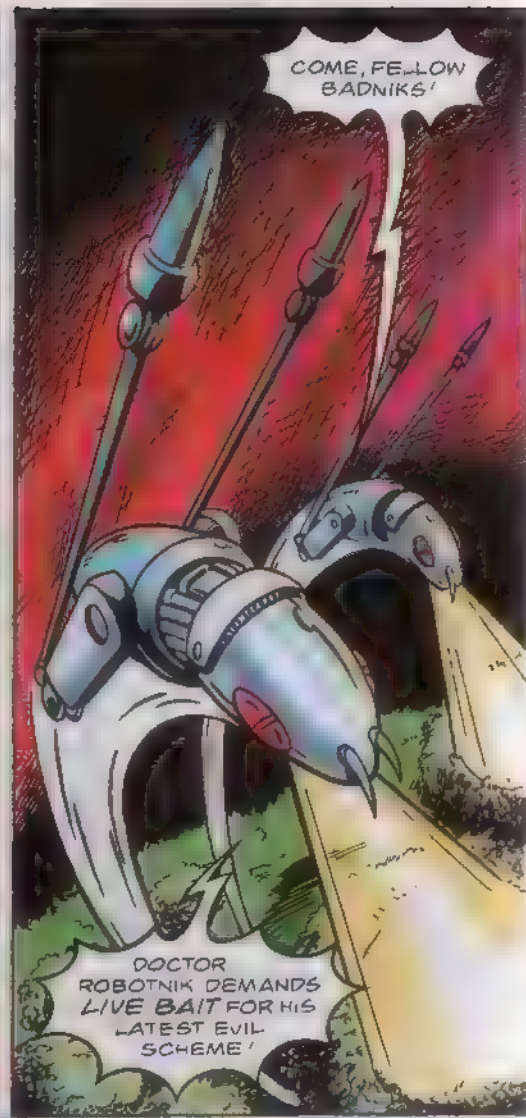
THE WORLD LOVED DOCTOR
ROBOTNIK AND IN TURN HIS
HEART BLOSSOMED WITH
JOY FOR THE WORLD

THE ANIMALS ALL AGREED
THAT HE WAS THE
SWEETEST MAN ON THE
PLANET MOBIUS

ZZZ

ZZZ





LIFE IN THE SCRAP BRAIN ZONE.

GROAN,
WHAT'S THE
POINT?

SONIC JUST
LEAVES US LOOKING
LIKE SCRAP
METAL!

YOU ARE
COMMANDER TO
FIGHT IN THE NAME
OF OUR CHUBBY
MASTER!

ZIP!

YOU GOT IT,
BUCKET HEAD!

NOBODY
STANDS A CHANCE
AGAINST THE WORLD'S
NUMBER ONE
HEDGEHOG!

FWOOOSH!

UP AND AT
'EM, DUDES!

BOOM! KROON!

HOORAY! YOU
DID IT, SONIC! WE'RE
FREE

YUP!
SAVED YOUR
BACON AGAIN,
PORKER!

ROBOTNIK'S DASHED ATTEMPTS
TO SET A TRAP FOR SONIC ARE
GETTING TO HIM.

HE DID IT
AGAIN, YOUR NASTINESS!
SONIC FREED THE
PRISONERS!

GRRR! TO THE
MELTING POTS WITH
THOSE USELESS
BADNIKS

KEEP OFF
MY
GRASS!!!

OR
ELSE!

FAILURE RESULTS
IN EXTERMINATION
UNDER DOCTOR
ROBOTNIK'S RULE

ANY BADNIK WHO FAILS TO
STOP SONIC IS MELTED
DOWN AND USED TO BUILD
A NEW IMPROVED BADNIK

NEXT!

WHEEE!

NEXT!

GLUB!

PRAISE
THE COMPASSION
OF DOCTOR
ROBOTNIK!


44

DOCTOR ROBOTNIK SPENDS
HIS LEISURE TIME FESTEERING
WITH HATRED IN HIS SECRET LAB


A close-up of Dr. Robotnik's face, pointing his finger directly at Tails. He has a menacing expression.

NOT EVEN A
RODENT'S LUCK LASTS
FOREVER!

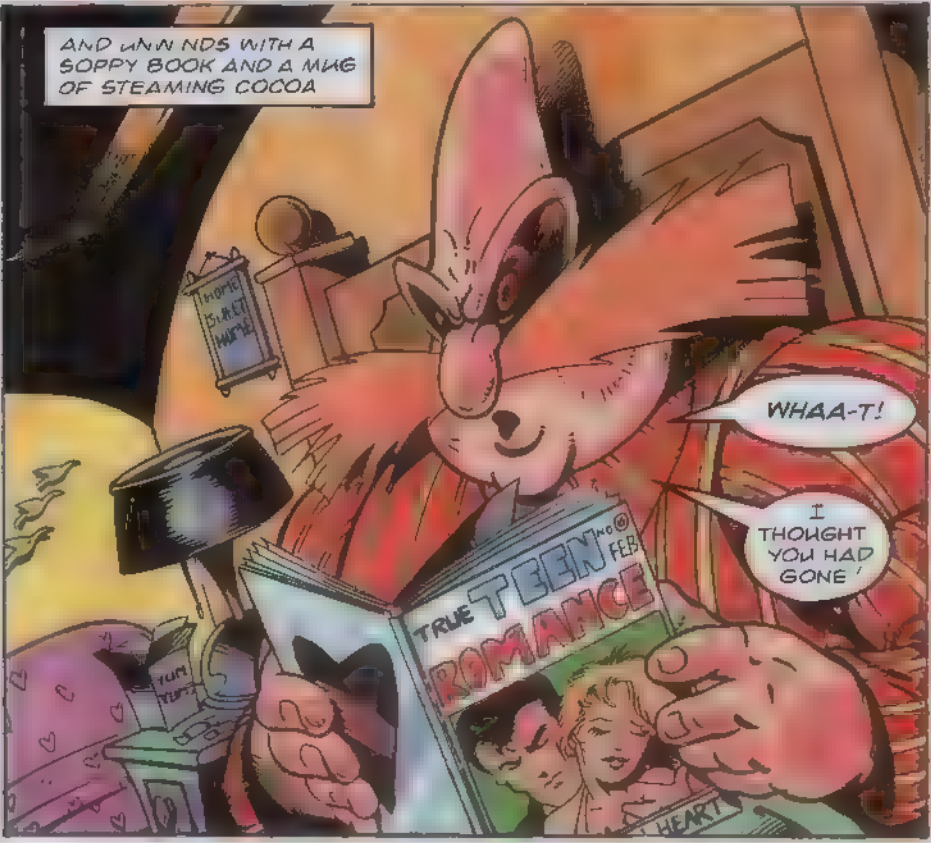
ONE DAY
YOU'LL SLIP UP AND
I'LL BE WAITING!

Dr. Robotnik is shown in his lair, looking down at a defeated Tails who is lying on the floor. Robotnik's shadow is cast over him, emphasizing his dominance.

YES, ONE DAY
I'LL TURN YOU INTO
THE GREATEST BADNIK
OF THEM ALL

Tails is in his room, looking dejected. He is surrounded by various items, including a clock and some electronic equipment. The room appears to be a workshop or a living space for a young fox.


AND WITH THOSE CLOSING
WORDS, DOCTOR ROBOTNIK
RETIRES FOR BED

Tails is sitting on his bed, reading a magazine titled "TRUE TEEN ROMANCE". He looks happy and relaxed. A bedside table with a lamp and a clock is visible.

AND UNWINDS WITH A
SOPPY BOOK AND A MUG
OF STEAMING COCOA

WHAA-T!

I
THOUGHT
YOU HAD
GONE!

A close-up of Tails' face, showing a look of confusion and concern. He is holding a small object in his hand.

WHAT IS THIS? COULD
THE EVIL DOCTOR HAVE
A SOFT SIDE TO HIS
CHARACTER?

OH, THE
SHAME OF T!
I'LL NEVER LIVE
THIS DOWN!

THE END... BUT
DON'T BE FOOLED!

Q Zone

STC's regular game guru David Gibbon brings you the second and final part of this **Jungle Book** Special on the Mega Drive. It's in-depth coverage will ensure swinging success in completing this amazing game.

JUNGLE BOOK SPECIAL

Part 2

CHAPTER 5 - BALOO AND THE RIVER

OBJECTIVE: FIND 10 GEMS, THEN BAGHEERA

Located three platforms above the start.

Climb about half-way up the level to find the second Gem in a branch. Continue to the top to see the third Gem in the sky. Walk left, to the end, and the fourth Gem can be found hanging in a bush from the sky.

To collect this Gem, head right and jump across to the next tree.

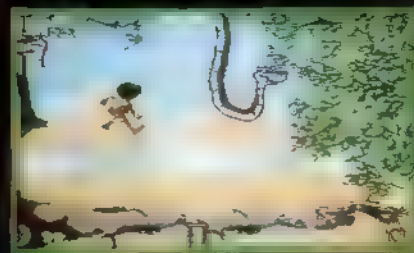
Jump right across to the next tree and climb down the vine.

Climb to the top once again and onto the next tree.

GEM 8:
Climb down the vine.

GEM 9:
Return to the top of the tree and head right using the linked vines. Collect this Gem hidden behind the top of the next tree.

GEM 10:
Drop down to the next branch.



BAGHEERA:
Bagheera is located at the very bottom-right of the level.

COMPASS:
From the start, head right. This is located on the bottom platform, just above the river.

EXTRA LIFE:
Head to the top from the start. Go right to the third tree along, then search the bushes in the sky for a hidden life.

CHAPTER 6 - TREE VILLAGE

OBJECTIVE: FIND 14 GEMS, RESCUE THE WITCH DOCTOR

Once you have the Compass, follow the directions given to collect each Gem. Remember to search inside the huts and the trees to find hidden items. To transport from one hut to another, stand inside and press Up.

COMPASS:
Go right, through the tree and climb the vine.

EXTRA LIFE:
From the start, stand inside the hut and press Up. At the next hut, go left inside the tree to gain an extra life.

THE WITCH DOCTOR
Part 1 - Located at the top-right of the level. When the piled-up Monkey's appear, stand as close to them as possible to help you avoid the fire and repeatedly throw Bananas to destroy them.

Part 2 - Stand at the extreme left or right of the screen. When a Monkey appears, fire at him until he retreats. When the ground Monkey fires, jump up to avoid being hit.

CHAPTER 7 - ANCIENT RUINS

OBJECTIVE: FIND 10 GEMS, THEN BAGHEERA

Full of collapsing platforms. Hop from one to another and, using the Compass, you should have no problem finding the 10 Gems.

BAGHEERA:

Situated on the ground, near the far left of the level.

COMPASS:

Walk right, jump the gap and you'll see this above Mowgli's head.

CHAPTER 8 - FALLING ANTHS

OBJECTIVE: FIND 10 GEMS, DESTROY KING LOUIE

A highly dangerous level in which it's very easy to lose a life. Requires perfect timing and accurate jumping. Follow the platforms heading up until you reach the top and King Louie. Don't stand too long on a platform as it may collapse or grow deadly spikes!

COMPASS:

Head right, jumping across three platforms to collect this.

KING LOUIE:

The most difficult boss in the game. When Louie is running, jump over him and stand at the extreme left or right of the screen. If he hangs from the ceiling, prepare for him to fire two Bananas at low level. Jump over them. If he fires from the ground, he'll start with a low shot but the next will be higher; just touch the jump button to miss the first, second and third bananas. The two bowling balls are easy to jump. Continue firing and Louie will eventually disappear.

CHAPTER 9 - JUNGLE BY NIGHT

OBJECTIVE: FIND 10 GEMS, THEN BAGHEERA

A fairly simple level, which is similar to Jungle By Day - but in the dark! Get the Compass and follow its directions to find the Gems.

BAGHEERA:

Located at the very bottom-right side of the level.

COMPASS:

Climb the vine, go left to bounce off a snake to find this.

CHAPTER 10 - WASTELANDS

FIND 10 GEMS, DESTROY SHERE KHAN

Watch out for the lethal fire and lightning bolts. Keep on the move, jump the fire and find the Gems with the aid of the Compass.

Located just past the fire to the right of the starting point.

Fighting this tiger requires some quick thinking! Every time a new pillar rises up, jump onto it. When Khan fires, jump in the air to avoid being hit. Other than that - keep firing!

Hopefully, by now you should have completed **Jungle Book**! If you haven't quite managed it, then keep an eye out in a future Q Zone for a possible cheat!



1. Once you've collected the 10 Gems needed on each level, it's a good idea to try and find the remaining five. Get these, and you'll get a chance to enter the Bonus round where hundreds of collectables will be yours for the taking.
2. A Compass is a must on each level. These point to the nearest Gem, making life so much easier. The location of each one is shown in the solution.
3. The Witch Doctor Masks add vital seconds of invulnerability to your armour. Try and find these on each level as they come in very handy when you're fighting King Louie and Shere Khan!
4. The Elephants sprinkled around each level, if touched by Mowgli, indicate where you'll start off if you lose a life.



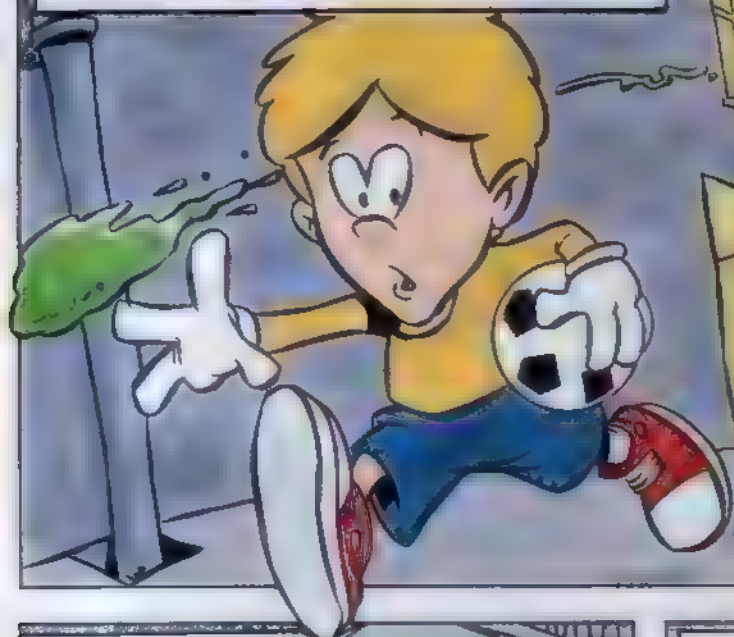


MARKO'S MAGIC FOOTBALL

Script: Lew Stringer
Art: Gary Andrews
Lettering: Elitta Fell

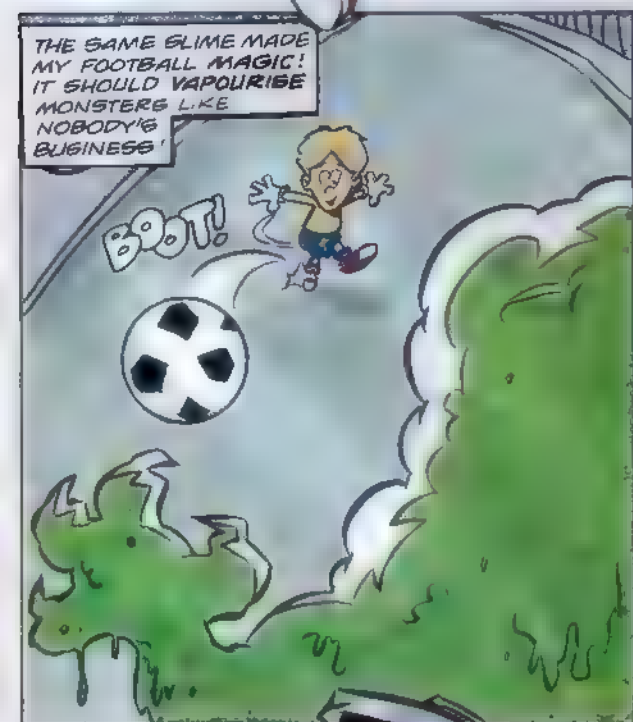


THE NAME'S MARKO. I'M JUST AN ORDINARY KID
LIVING IN A TOWN CALLED NORTH STERLINGTON. I'M
NORMAL ENOUGH, BUT THE TOWN'S A BIT STRANGE...



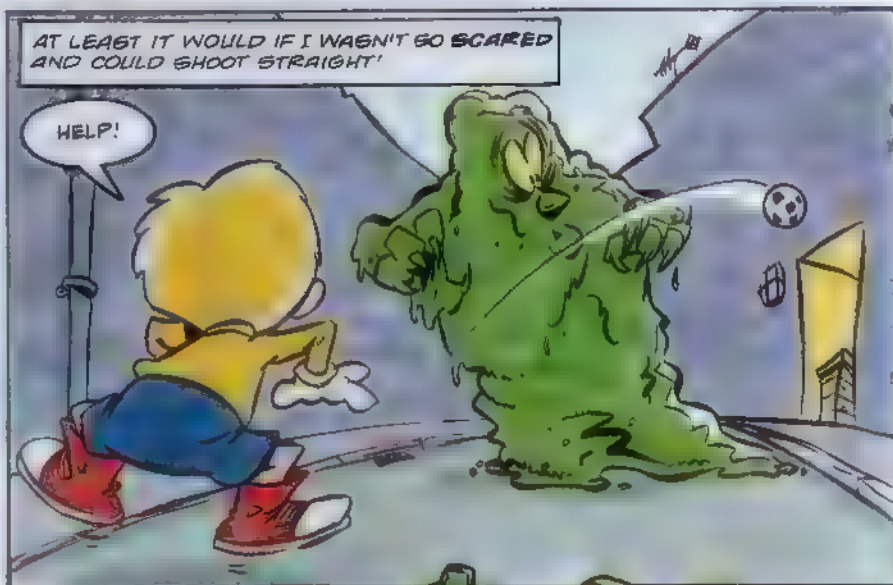
THERE'S THIS POLICEMAN WHO FELL INTO SOME
GREEN SLIME AND TURNED INTO A MONSTER!

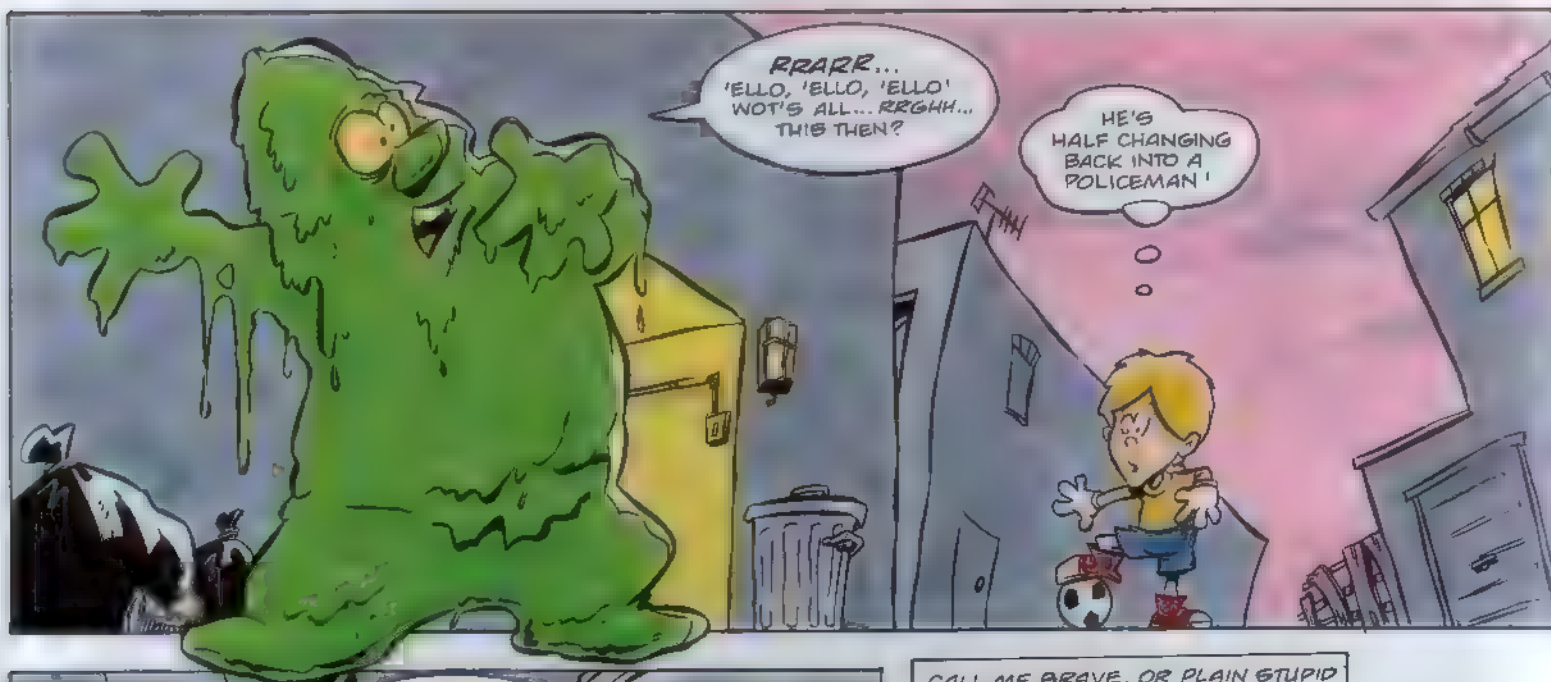
THE SAME SLIME MADE
MY FOOTBALL MAGIC!
IT SHOULD VAPOURISE
MONSTERS LIKE
NOBODY'S
BUSINESS!



NO PROBLEM THOUGH! MY MAGIC FOOTBALL
ALWAYS RE-APPEARS BACK AT MY FOOT,
WHEREVER I KICK IT!

AT LEAST IT WOULD IF I WASN'T SO SCARED
AND COULD SHOOT STRAIGHT!





RRARR...
'ELLO, 'ELLO, 'ELLO!
WOT'S ALL... RRGHH...
THIS THEN?

HE'S
HALF CHANGING
BACK INTO A
POLICEMAN!

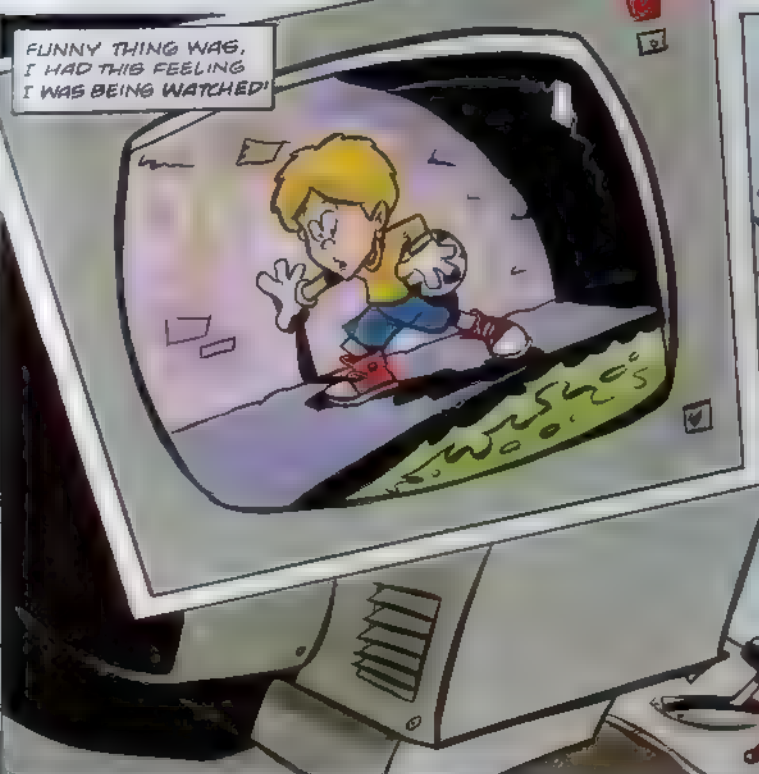
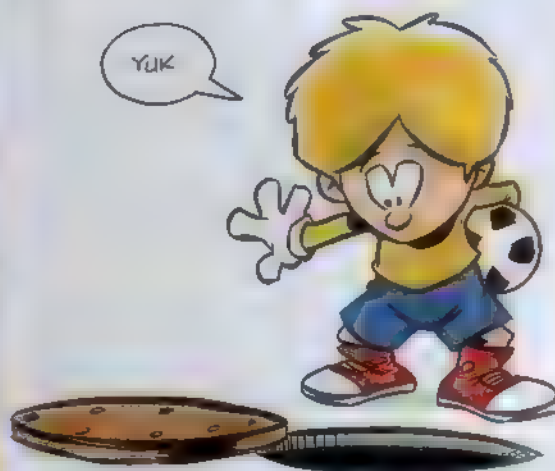


MUST...
CARRY OUT MY
DUTIES...! THE SEWER
...THAT'S MY BEAT
NOW!

IT WAS AS IF THE SLUDGE HAD
PLACED HIM UNDER SOME
STRANGE CONTROL AND WAS
COMMANDING HIM TO GO DOWN
INTO THE SEWER!

CALL ME BRAVE, OR PLAIN STUPID
(PROBABLY STUPID), BUT I
DECIDED TO FOLLOW.

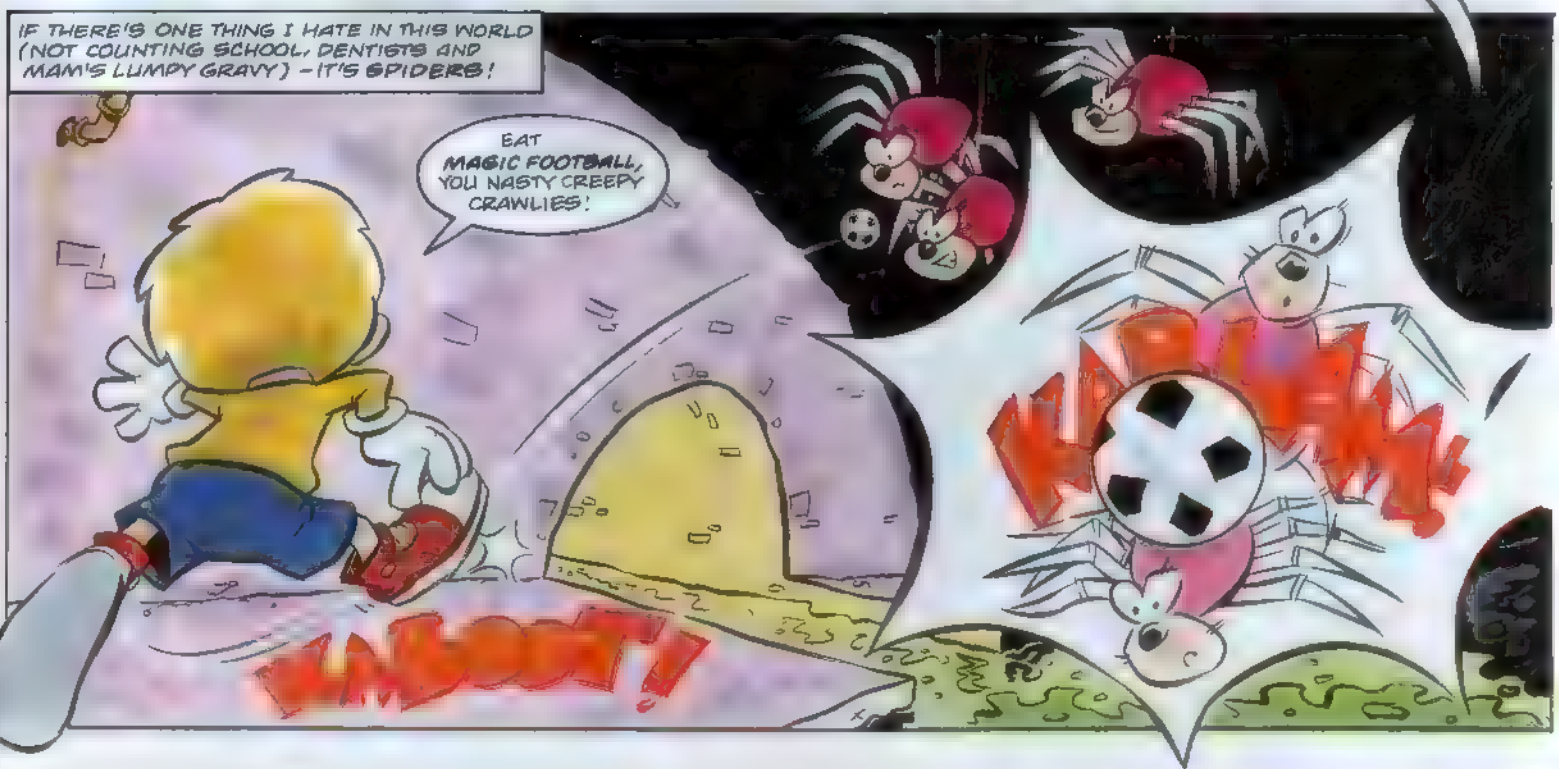
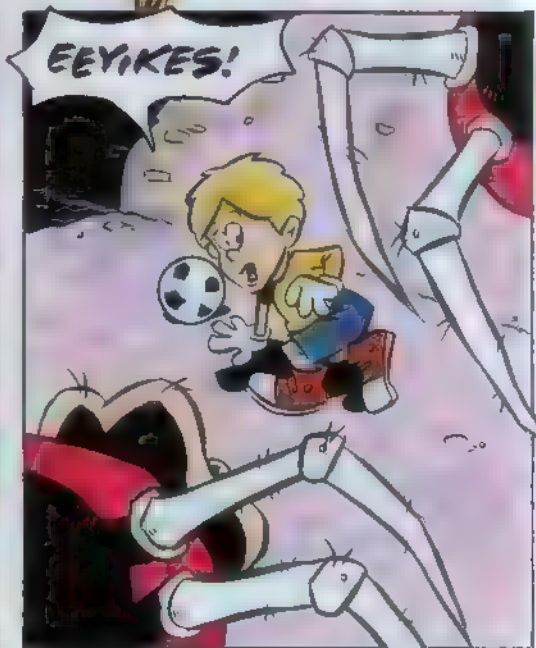
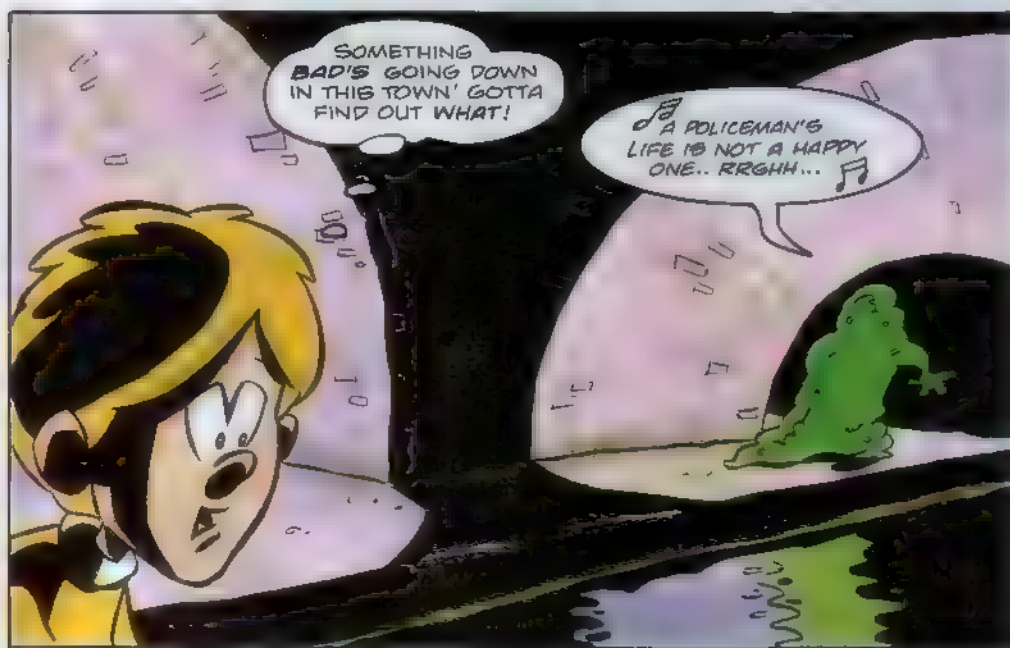
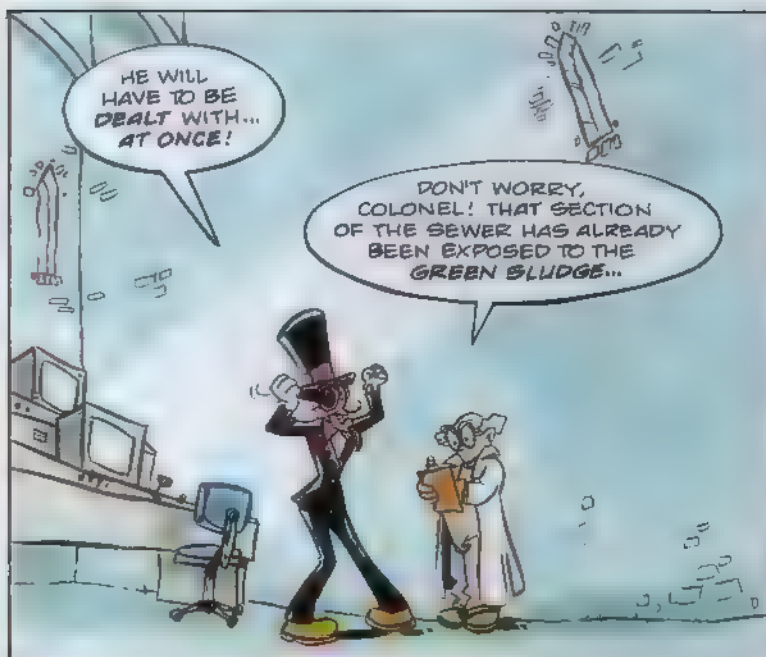
YUK

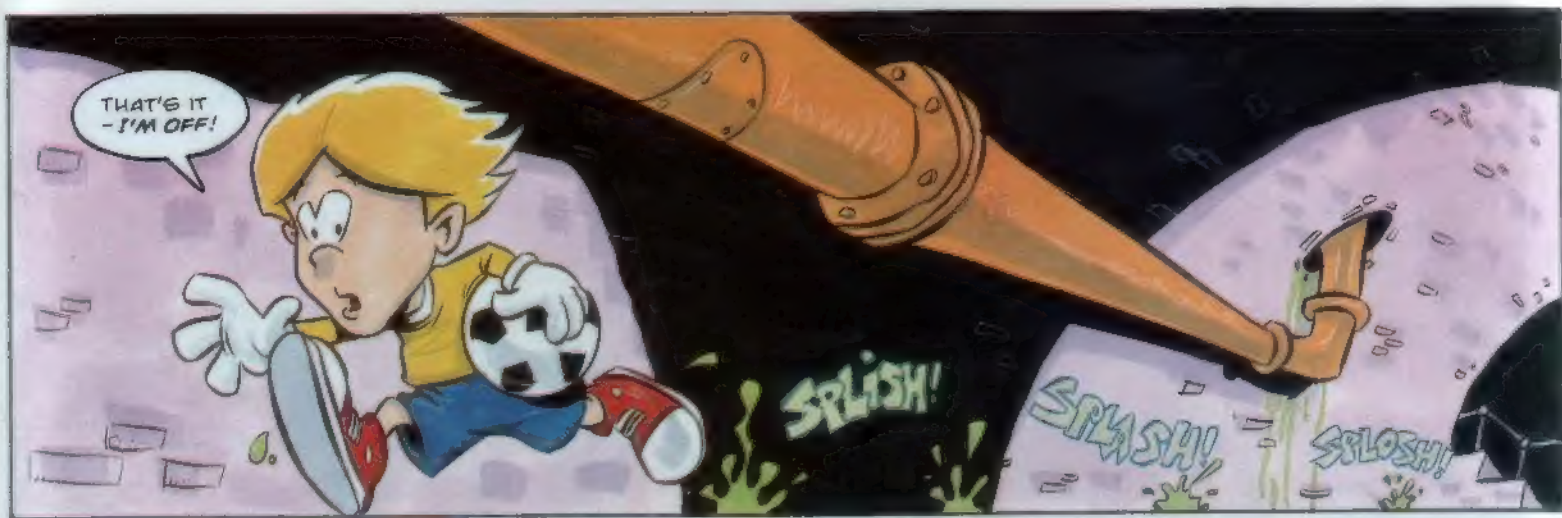


FUNNY THING WAS,
I HAD THIS FEELING
I WAS BEING WATCHED!

AN INTRUDER!
WHY IS THAT BOY
TRESPASSING BENEATH
MY TOWN!

LOOKS
LIKE HE'S READY
FOR A KICK-ABOUT,
COLONEL BROWN!





NEXT ISSUE: ENTER CAPTAIN SMIRK!

SPEEDLINES



Sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize! Megadroid regrets that drawings cannot be returned or correspondence entered into.



Brush Off

Dear STC,

Why does Doctor Robotnik never shave off his moustache?
Janade Qureshi, Clywyd, N. Wales. MS owner.
Sonic Water Fun Game Winner.



It's probably so that it irritates everyone when he kisses them, Janade. Now that's a thought...

Kevin Bowen, Shropshire. MD owner.
Sonic Water Fun Game Winner.



Prizes should be despatched within approximately 28 days of publication of your drawing or letter. If you haven't received your prize after that time, please contact the Tomy Care Line direct on the number listed below.

Thomas Whitehead, Livingston, Scotland. MD owner.
Sonic Water Fun Game Winner.



Whole Lotta Knuckles

Dear Megadroid,

Please can you tell me whether STC will be doing a **Sonic & Knuckles Special Q Zone** featuring level cheats and tips?
Frankie Pitts, London. MD owner.
 Please send in full address.
Sonic Water Fun Game Winner.



*Fear not Frankie, your queries will be laid to rest in the next issue. In fact you'll also be able to get game guru David Gibbon's opinion on **Sonic & Knuckles** in STC 42's Review Zone.*

Well 'Ard

Dear STC,

What has happened to Sonic's pals, Johnny Lightfoot and Porker Lewis? They used to look so cute and cuddly, but now they both wear biker jackets and look like punks!
Michael Walker, Farnborough. MD owner.
Sonic Water Fun Game Winner.



Micky, are you suggesting that no self-respecting 'Freedom Fighter' should be seen without an (gulpl) anorak?

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.



NEXT ISSUE...

BLAST OFF!

STC RETURNS TO 32 ACTION-PACKED PAGES!

BADNIK'S BRIDGE! EXPLOSIVE NEW SONIC STORY!

**KNUCKLES
SEES RED!
IN CARNIVAL NIGHT
CONSPIRACY!**

PLUS
STREETS OF RAGE!
FANCY A RUMBLE & TUMBLE?
**MARKO'S MAGIC
FOOTBALL!**
THE MYSTERY DEEPENS...

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DATA STRIP

Fill in & send to:
Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or
achievement here!

GAME.....

SCORE/ACHIEVEMENT.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to
see as a STC strip in the future?

I THINK.....

would make a great comic
strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories
in this issue in order of
preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 42
OF **STC?**

%

KNUCKLES™

THE ECHIDNA

(THAT'S SPINY ANTEATER TO YOU!)

